

THE RASKIR

THE SECRETIVE RATFOLK OF FAERÛN



**EXPLORE THE WORLD OF THE SEWER DWELLING RASKIR.
INCLUDES THE RASKIR AS A NEW PLAYABLE RACE,
A RASKIR-SPECIFIC BACKGROUND, AND
AN ADVENTURE THROUGH THE SEWERS.**

THE RASKIR



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FOREWORD

For as long as I can remember, I've enjoyed creating things. I've also enjoyed sharing my creations with those around me. So when Dungeons & Dragons became one of my primary creative outlets, the desire to share something with this incredibly supportive and welcoming community shortly followed. And after about a hundred thousand incomplete projects, I finally landed on something that seemed to stick: a race of ratfolk named the raskir.

Admittedly not the most original of concepts – ratfolk have been found in all sorts of fantasy stories for generations – but I wanted to share my own vision all the same, as fifth edition Dungeons & Dragons does not have such an option by default.

I decided to explain their lack of a presence in any previously written content by placing them in an isolated part of the world. And what better place for a race of ratfolk than the sewers? And while the sewers around them are, as one might expect, full of sewage, I decided these people live clean and comfortable lives. I drew inspiration for their jovial nature from another isolated fantasy race: the hobbits of Tolkien's timeless works. It's from this source that the raskir pull their love of fine clothing, food and ale. In this sense, they would probably have much in common with halflings, though they would likely be ignorant of that fact.

You see, I have imagined them to be a flawed people. Not in the sense that they are evil, slaving monsters, but flawed in the way that they interact with the rest of the world as a civilized society. I decided that after generations spent among their own kind, the raskir have become widely accepting of those within their own communities, but skeptical of all other races – civilized or otherwise. In this sense, their flaws manifest as an acknowledgement of how isolation can sometimes lead to acceptance of your kin, but can breed fear and xenophobia into younger generations.

Perfection is boring and flaws can make for dynamic character development. But having a completely isolated playable race doesn't make for a very seamless addition to a widely developed world. So I started writing additional lore surrounding the raskir and their frequent, secretive trips to the surface. It took maybe thirty minutes for that additional lore to be reconstructed into a playable format. And so I spent the next couple of months planning an adventure that could play out as a stand alone, introductory story, or see the raskir tied into a world that is mostly alien to them, but not at all as scary as they've come to believe.

And so, without further ado, I humbly present to you my first published piece of game design. Please enjoy!

— Mike

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PART 1: RACIAL TRAITS
RASKIR



RASKIR

Her house was built deep in the sewers, in the chasm of a broken wall in some dark and forgotten old channel. Not fifty feet from her front door ran a river of muck and filth, but stepping into Tribi's home was like being transported far away from the sights and smells of the sewers. Inside, my eyes and my nose were welcomed by far more pleasant sensations. The smell of fresh bread baking, of mulled wine heating over a fire. The sight of fine cheese sitting atop a hand-crafted table and exquisite paintings hanging on the walls. Even the feel of the air was different – while the journey here had been hot, humid and uncomfortable, Tribi Trolbiter's house was somehow kept cool and dry. This was truly a place of comfort in a world that offered none.

—Ekim, halfling adventurer

Living in voluntary isolation from the rest of the world are the raskir, a race of people who resemble humanoid mice or rats. Aside from their feet, hands, and tails, they are covered

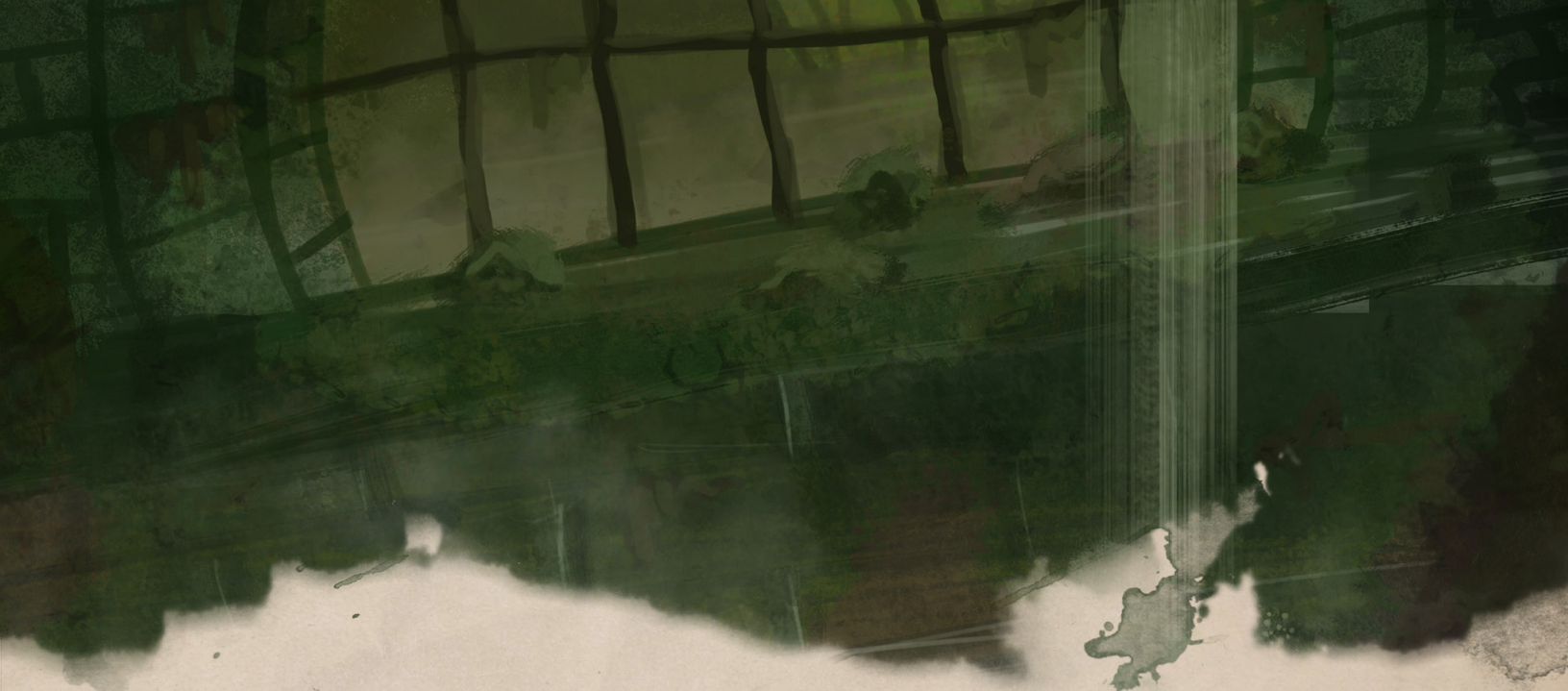
in fur that is typically gray, black, brown or white. Less common fur colors include oranges, ruddy brownish-reds, gray-blues and spotted patterns. Their skin colors are varied shades of tan and brown ranging from porcelain white to pitch black.

Most surface dwellers will never see a raskir, or even learn of their existence. These resourceful ratfolk tend to make their homes in the nooks and crannies of sewers far beneath the larger civilizations of Faerûn.

The raskir have learned to fear the surface based on tales of the people there mistaking them for monsters. To avoid detection and escape threats, they have evolved to be small and nimble, so the ones that do venture to the surface are almost never seen, even as they traverse busy streets and sneak into heavily trafficked areas.

RESOURCEFUL SCAVENGERS

As you might imagine, living in the sewers isn't easy. But the raskir have carved out an enjoyable existence for themselves by learning to become some of the most resourceful people in the world. Tattered old clothing, broken kitchen equipment, discarded storage materials, and any other lost or trashed items that find their way into the sewers become valuable raw materials for the raskir. They have developed ways to strip down these resources and repurpose them,



creating fine clothing, delicious food, charming houses and beautifully unique furniture to fill them.

Because most raskir are craftsmen of some sort, their economy is supported mostly by trading and bartering. But, sometimes a raskir will come across a delightfully shiny object, such as a coin, a gemstone, a chunk of raw ore or some broken metal object that they opt not to repurpose. These objects, referred to by the raskir as *pebbles*, are polished to give them the highest possible sheen, and are used as a sort of makeshift currency.

COZY DWELLINGS

Their resourcefulness lends itself to the creation of their shelters. But to assume these are simple, shoddy shelters created by burrowing beneath heaping piles of trash would be a mistake. A raskir home is a place of delight and comfort. Each one is constructed by the raskir that live there with the materials available, becoming works of art unique to each resident.

Inside, they have much of the same comforts you would expect to find in a surface home: a hearth for heat and cooking, delicious food and drink, comfortable beds to nest in, and ample seating to relax in.

The raskir tend to settle in groups, creating small subterranean towns that pepper the unseen places of the world. Sometimes, these settlements will reach as deep as the Underdark, though even there they tend to go unseen by the other denizens.

THE GATHERERS

The sewers provide most of what they need to live comfortable lives. But occasionally, the raskir of a town will come into short supply of a valued resource. Sometimes it's livestock or produce – which are hard to raise in a place where the sun so rarely shines. Sometimes it's a product crafted on the surface world, such as specific weapons and armor or fine leather.

When the raskir deem an item important enough, they will risk traveling to the surface world for it. The journey is a dangerous one – both the sewers and the surface hold unique dangers – and those who make the trek are heralded as heroes.

Every such adventurer is given the title of Gatherer, a term of respect in raskir society. Since their communities form tight-knit bonds, every raskir is expected to volunteer as a Gatherer at least once in their life. Some only take the journey once, and others acquire a taste for adventure, only retiring when they grow old.

The Gatherers acknowledge the burden they place upon the surface dwellers when they take what they need, so they leave a particularly valuable pebble in place of whatever they take. Sometimes, it's useless junk, which soon makes it way back to the sewers and junkyards. Other times, it's something many times more valuable than what the raskir took. This act has led to surface dwellers spreading rumors of mythical beings who come in the middle of the night and bestow wealth upon common folk.

RASKIR NAMES

A raskir has a given name and a family name.

Given names tend to be short and rhythmic – between one and three syllables – and are often invented when a child is named, with given names rarely being intentionally reused. There is no distinction between male and female names.

Family names are passed on to children, but one does not gain the honor of formally using their family name until they have taken a journey as a Gatherer. Family names originate as a commemoration of an impressive task they complete on a Gatherer journey – for example, a raskir that defends its fellow travelers from a kobold raiding party might be given the name Kobolbiter. It is common to add or remove letters and alter the base word's pronunciation to make a family name more appealing. Someone who cleaned and mended a wound received by one of their companions might acquire the name Cuthealer, pronounced Cuh-theeler. Or someone who defeated a goblin horde in combat may be named Gobliender, pronounced Gob-lee-en-der.

Those who perform exceptional undertakings on their quests, but have already earned the right to use their family name, could be given a second name. These raskir often adopt both names.

Given Names: Fili, Tolo, Ka, Pana, Yalo, Fe, Mola, Mili, Kofi, Jalala, Kepe, Koko, Lokano, Guli, Chachan, Ji, Trapo, Tipo, Beyao, Copolo, Jaojao, Vivi, Kli, Bune.

Family/Gatherer Names: Cuthealer, Gobliender, Blademender, Ropebiter, Truspeak, Fangkeeper, Shadoblend, Walbreaker, Gnomefrind, Kindword, Froggutter, Giantsbane, Talclimb, Fishbringer, Holmaker, Panfighter.

RASKIR TRAITS

Your raskir character has certain features that reflect the secretive ways of their people.

Ability Score Increase. Your Dexterity score increases by 2, and your Wisdom score increases by 1.

Age. Raskir reach adulthood around the age of 13 and typically live less than a century.

Alignment. Raskir tend to be chaotic neutral. The scavenger lifestyle they lead is unpredictable, and the ability to thrive in chaos is a favorable trait. They make no major distinction between good and evil, and often hold the belief that looking out for yourself is the first step in looking out for your community.

Size. Raskir typically stand between 3 and 4 feet tall and weigh roughly 30 to 40 pounds. Your size is small.

Speed. Your base walking speed is 30 feet.

Darkvision. Accustomed to life in the sewers, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of yourself as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Quadruped. Raskir are more comfortable running on all fours. When prone, your movement speed increases by 20 feet. You do not suffer the standard penalty to movement speed for crawling. Standing up costs 20 feet.

Prehensile Tail. You can use your tail to grab light items, pull levers, press switches and other reasonable acts as a free action once per round of combat. Alternatively, you can spend a bonus action to attack an enemy using a light weapon you wield with your tail. This counts as an off-hand weapon. You may also use a bonus action to grapple an enemy with your tail. You cannot take a free action and an offensive bonus action using your tail in the same round.

Your proficiency bonus is added to grapple attempts made with your tail.

Quick-Witted. You gain a +2 to initiative and perception checks.

Languages. You can speak, read, and write Common and Raskir. The raskir language consists of squeaks and chirps in addition to soft, rhythmic, vocalized syllables. The written language is rather artistic and interpretive, relying heavily on non-standardized pictographs.





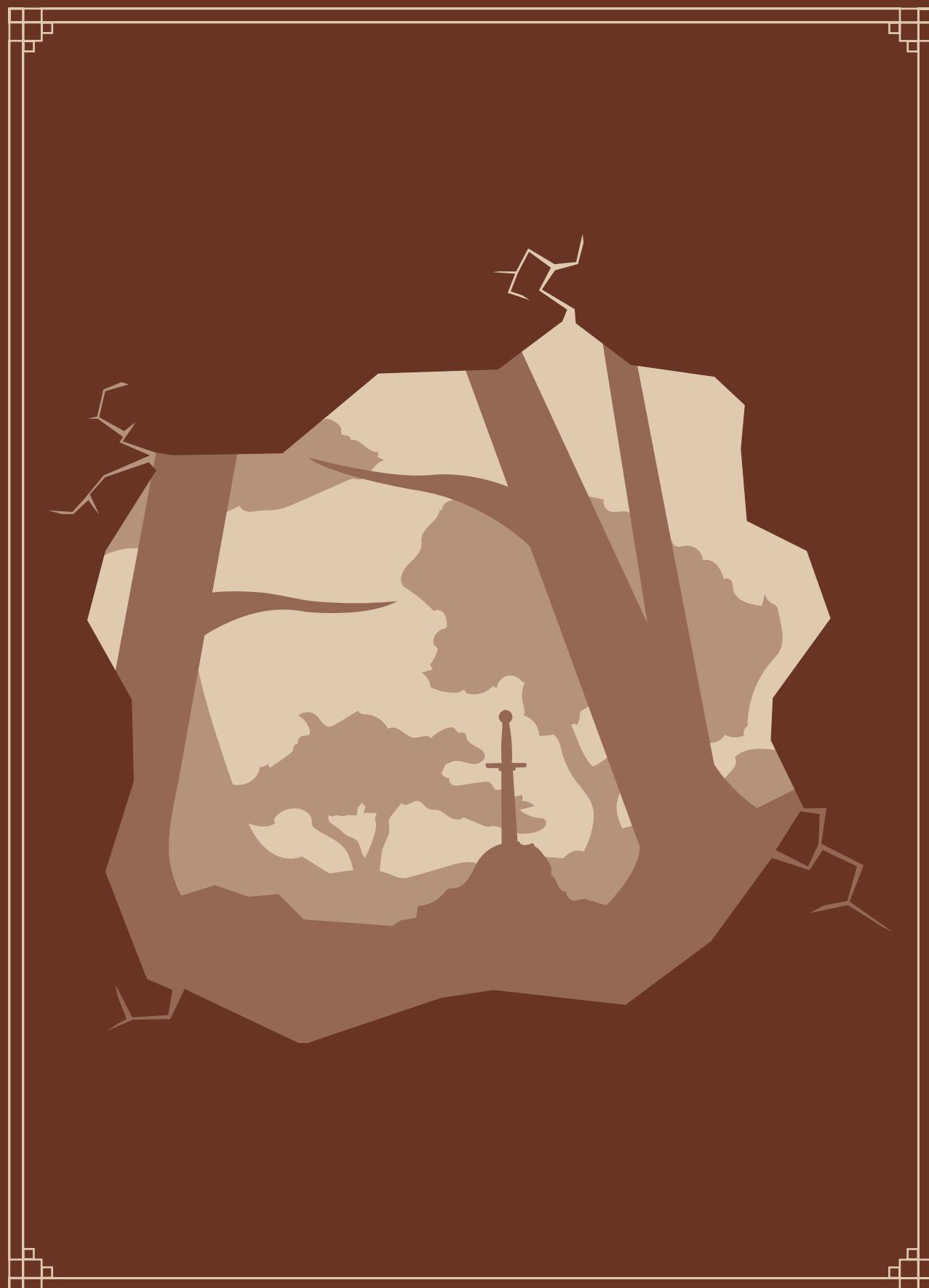
Distant cousins

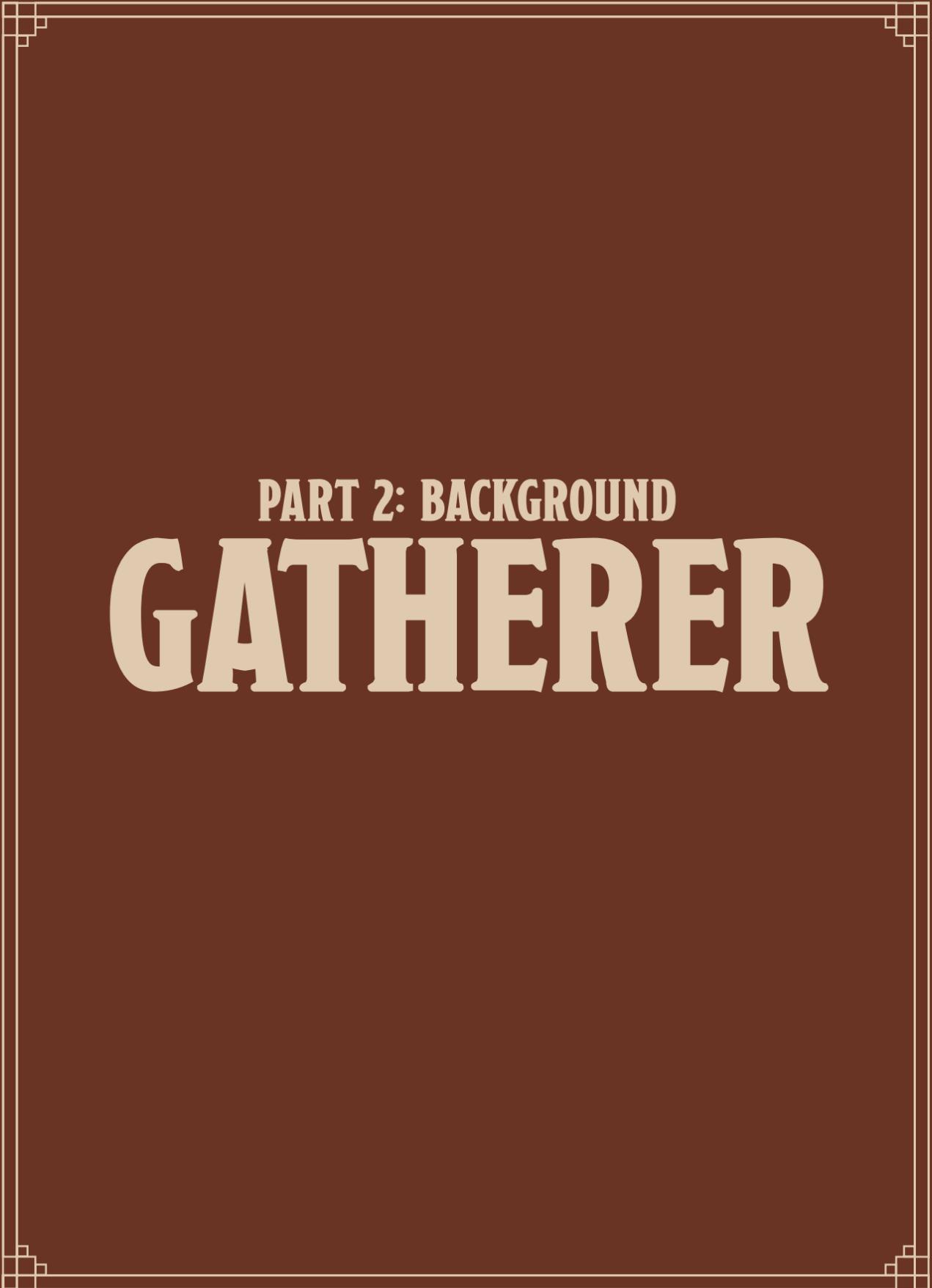
Being such an isolated people, the tribes that have traveled the farthest have grown apart from their sewer dwelling kin. These estranged raskir have, over many years, adapted to their new surroundings.

The raskir that live deep within the Underdark have developed thicker claws and shorter snouts that are better suited for tunneling through the earth. These raskir have lost much of their eyesight, relying instead on their heightened other senses. They rarely venture to the surface, as the bright sunlight is painful to their sensitive eyes.

Meanwhile, deep in the undisturbed forests of the world, live another variation. These raskir have grown even smaller and nimbler. They are adept at scaling trees and leaping from branch to branch with silent grace. They are actually quite friendly towards their neighbors, the forest gnomes, and the two races of forest dwellers are even known to live together.







PART 2: BACKGROUND
GATHERER

GATHERER

Prerequisite: Raskir

You are – or previously have been – a member of a group of Gatherers. Your people count on the Gatherers to retrieve needed items from the surface world. The journey is treacherous, but helping to preserve the raskir way of life is the ultimate prize. To be a Gatherer is considered an honor.

Skill Proficiencies: Stealth, Perception

Tool Proficiencies: One type of artisan's tools

Equipment: A set of artisan's tools (your choice), an iron pot, a set of fine clothing, 2 polished stones or coins.



YOUR RARE PEBBLE

The raskir value small and shiny objects, which they refer to as pebbles. These treasured, but functionally useless, items are traded much like a form of currency. You possess a pebble of a particularly high value. Whether or not it's worth anything to surface dwellers doesn't matter; each of the objects in the Rare Pebble Table is worth the same to your fellow raskir.

d8 Rare Pebble

- | | |
|---|--|
| 1 | An ornate, bronze spoon with an emerald inlaid in the handle. |
| 2 | A highly polished gold coin with an engraving of a lion on it. |
| 3 | A solid gold nugget weighing 1lb. |
| 4 | A small, silver statue depicting a dancing human woman. |
| 5 | A silver mask of an elephant with inlaid rubies. |
| 6 | A twisted and torn chunk of heavy, silver-gray metal that has been polished. |
| 7 | A bronze paperweight shaped like a cat. |
| 8 | A sparkling, silver crown. |

FEATURE: RESOURCEFUL CRAFTER

You have spent a lot of time in your life creating useful items from what others would view as garbage. Many Gatherers have relied on makeshift equipment to get them through their journey.

You can craft simple objects such as rope, blankets, simple weapons, crowbars, grappling hooks, etc. from commonly found items or monster parts. The crafted item has only half the value of a store-bought one.

Your dungeon master has the final say in what can or cannot be crafted from the available materials.

SUGGESTED CHARACTERISTICS

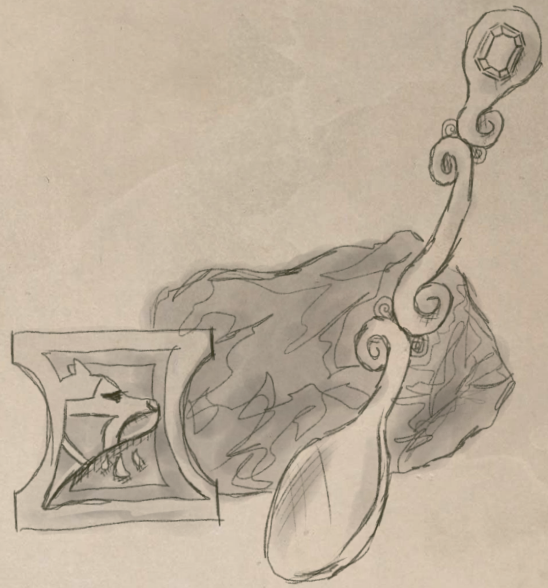
Gatherers face the unknown. Their bravery, strength, trust and resourcefulness is put to the test every time they leave home. The way they handle the stresses of this duty is put on display during their travels.

d8 Personality Trait

- 1 I have books from the surface world and have studied them thoroughly.
- 2 I always stay calm, even in the most hectic of situations.
- 3 I am a natural born leader, or at least I think I am.
- 4 I always want to learn more about the rest of the world.
- 5 My family's honor is more important to me than anything else.
- 6 I will defend my traveling companions whenever they are in danger, no matter the cost.
- 7 I am terrified of leaving the comforts of my hometown.
- 8 I think the tradition of requiring every raskir to be a Gatherer at least once is reckless and outdated.

d6 Ideal

- 1 **Beauty.** I want to create beautiful things from the world's ugliest things. (Good)
- 2 **Creativity.** I try to come up with off-the-wall solutions for every problem. (Chaotic)
- 3 **Community.** I'm making my journey to provide for my people. (Lawful)
- 4 **Greed.** I hope I find a lot of valuables to add to my own wealth during my travels. (Evil)
- 5 **Sincerity.** I am just a simple raskir doing my best for those who deserve it. (Neutral)
- 6 **Aspiration.** I hope to bring honor to my family name. (Any)



d6 Bond

- 1 My craft is my life. I will find someone who appreciates it as much as I do.
- 2 A life of comfort bores me. I crave adventure in the wider world.
- 3 I seek a pebble above all others. I will use it to profess my love to the one dearest to me.
- 4 A well respected raskir ruined my family's livelihood and now I want revenge.
- 5 Nothing means more to me than the other raskir in my community. We are exceptionally tight-knit.
- 6 I have a dark secret that, if discovered, would ruin my relationship with the rest of my community.

d6 Flaw

- 1 I'm jealous of those who can craft better goods than I.
- 2 I'm easily distracted by shiny things and will go to foolish lengths to get them.
- 3 I compulsively craft items that I don't need.
- 4 The surface dwelling races disgust me.
- 5 I don't like working with others and am slow to trust anyone.
- 6 I love a good cheese and complain audibly when I'm hungry.



PART 3: ADVENTURE

A HUMBLE GATHERING

**NOTE: THE FOLLOWING CHAPTERS ARE INTENDED
TO BE USED BY THE DUNGEON MASTER AND WILL
CONTAIN SPOILERS FOR ANY PLAYERS INTERESTED
IN PLAYING THIS ADVENTURE.**

INTRODUCTION



elcome to Raskofi (RASK-oh-fee), the interconnected network of subterranean towns and villages built and occupied by the raskir. It's here that these humble ratfolk go about their day-to-day lives, crafting things, trading for things other raskir have made, singing, dancing, building friendships and generally enjoying life.

However, life isn't always so simple. As you might imagine, the sewers that the raskir call home don't provide everything needed for a comfortable life. In fact, the small raskir town of Savoon has nearly run out of vegetables. The neighboring sewer towns also find themselves in short supply of vegetables, so trade is off the table. And since vegetables don't grow well in the darkness of Raskofi, brave individuals are needed to venture to the surface world and risk their lives in pursuit of the treasured produce. This is where the Gatherers come in – more specifically, this is where the player characters come in.

It's worth noting that the vegetables are, as far as the narrative goes, a rather arbitrary goal. If you feel there is something that will excite your players more or something that will better fit into a larger narrative you're crafting then please, by all means, feel free to switch it up!

STORY OVERVIEW

The Journey of the Gatherers starts in Savoon and sees the player characters travel through the sewers to the surface city of Waterdeep. As they travel further from home, the scenes they encounter will grow more and more dangerous.

Each following section in this chapter will explore the different scenarios they will come across in the order they are likely to experience them. Further chapters will explore each scenario in depth and give you more material to bring this world to life as the Dungeon Master.

SAVOON

Savoon is the town where the party begins their adventure. Whether they were born here, moved here, or are simply volunteering their services for a neighboring community, is up to them. But regardless of whether they volunteered or not, they have been chosen as the next group of Gatherers. At the beginning of this chapter you will find a passage describing the ceremony that signifies the start of their journey as Gatherers.

In Savoon, the players will have a chance to interact with the raskir culture and experience for themselves the pleasant lives they live. They'll be able to acquire helpful supplies by trading their pebbles (they should start with two common pebbles and one extra valuable pebble). They have also been given an exceptionally large and valuable pebble, or a Mega-Pebble, though this is not meant to be spent on supplies and is intended to be left in place of the vegetables they take from the surface.

SEWERS PART 1: A CAMP OF KOBOLDS OR A NEST OF SPIDERS

As our heroes make their way through the sewers, the first significant threat they'll come against is a pack of kobolds who have set up camp in their path. While confronting them head-on would be possible, plotting in the shadows and moving strategically will be their best bet to conserve their strength and ensure the highest chance of survival in later encounters.

There are environmental elements that a cunning raskir could use to their advantage. Some examples they may see in this encounter include loose debris that's been piled high, a vent that releases scalding hot jets of steam in predictable intervals, decaying scaffolding that could collapse with a few well-placed strikes, and a crocodile hungrily eyeing the kobolds from the water.

When presented with this challenge, a group that hasn't been noticed may decide to look for another way around

– these are the sewers after all, and surely there are other tunnels that run parallel to this one.

Should your group suggest such a thing, they can indeed find another path. However, this other path is home to a group of giant, flesh-eating spiders! These eight-legged beasts are far more likely to get the drop on the raskir than the kobolds. That being said, these spiders, while offering less planning time, shouldn't pose any more of a threat than the kobolds. After all, the players shouldn't be punished for looking to other solutions when presented with an obstacle.

SEWERS PART 2: THE TROLL TOLL

Further towards the surface, the Gatherers will come up against a more threatening enemy: a foul troll demanding payment for safe passage. More specifically, he demands food – a lot of food. While it's possible for some clever raskir to provide the troll with enough food to appease him, he'll extend an offer to those who come up short: let him eat two of the player characters, and the others may pass. He is, of course, lying and will proceed to attack the remaining raskir now that they're a smaller group.

If a fight breaks out, the troll will prove to be a rather challenging opponent. There are, again, plenty of things in the environment that the party can use to turn the tide.

SEWERS PART 3: MEETING GILL THE JUNK HARVESTER

In the channel following the troll, the party will encounter an amphibious humanoid named Gill. Gill is familiar with raskir and friendly to everyone he meets. He lives a happy-go-lucky lifestyle selling fish and valuables he finds in the sewers to surface dwellers. He is happy to talk to the raskir and might have some useful information for them.

SEWERS PART 4: CROSSING THE MUCK

After getting past the troll, there's only one obstacle between them and the ladder leading to the surface: the Muck.

The Muck is an area of legend among the raskir. It's said that a most fearsome being makes its home here: the revolting creature known as Plaguetongue. The myth passed down among the raskir says that Plaguetongue is a pet frog that a young surface dweller was forced to release into the sewers that just kept growing larger and larger. In reality, the beast is a froghemoth summoned by a deranged sorcerer. The monster promptly ate the sorcerer and she's roamed

the sewers ever since.

No living raskir has actually seen Plaguetongue, but she's become something of a bogeyman to them. The Gatherers will come face-to-face with this beast of nightmares in the final stretch of the sewers.

A froghemoth is an enemy far beyond them. Their only chance at survival is to get to the other end of the room before she catches them. And thus begins an exciting, life-or-death, chase scene.

The rules for this encounter are explained later on in this book and are designed to make things feel fast-paced and high-stakes.

THE SURFACE PART 1: THE STREETS OF WATERDEEP

After eluding the terrible Plaguetongue, our heroes will have made it all the way to the surface! They emerge in an empty alleyway in the city of Waterdeep. Before them is a crowded street. On the opposite side of this street is their goal: the produce shop. There are plenty of methods when it comes to crossing the street undetected, and the options available are only limited by the players' imaginations.

THE SURFACE PART 2: THE PRODUCE SHOP

There are many ways into the shop and there are different places the vegetables are stored. The party can either swipe their prize from the closely watched shelves or make their way into the basement storeroom where they can take the unguarded vegetables by the boxful.

Once they have taken the vegetables and replaced them with the mega-pebble, they just have to make their way back to the sewers without being caught. The journey back through the sewers isn't marked by any notable encounters in this book, but feel free to add your own if you think your players will enjoy it.

Once they return to Savoon, they are heralded as heroes, a festival is prepared in their honor and the adventure is complete!

SURFACE ENCOUNTER: THE CITY WATCH

If the party is caught, the people of Waterdeep might mistake them for monsters and call for the City Watch! If this happens, a second chase scene begins (though perhaps less threatening than a froghemoth looking for a snack). Once

they have escaped the City Watch and hidden themselves, they'll be able to resume their quest.

An encounter with the City Watch could serve as an interesting plot hook if you wanted to connect this short story to a larger campaign. Perhaps a City Watch Captain apprehends them and accuses of them working for the Xanathar. Or maybe a Zhentarim agent helps them escape the City Watch. Or a Waterdeep noble stops the Watch, protecting the raskir but demanding a favor in return. One thing leads to another and they're suddenly wrapped up in a plot far more complex than a vegetable heist. Or, perhaps they are simply arrested and must find a way out of jail in order to continue their mission.

RUNNING THE GAME

A Humble Gathering is a fairly linear, rather short adventure. It's intended to introduce the raskir as a playable race into your world. You can treat it as a stand alone adventure or bring it into a larger campaign.

A few general guidelines and noteworthy details before you begin:

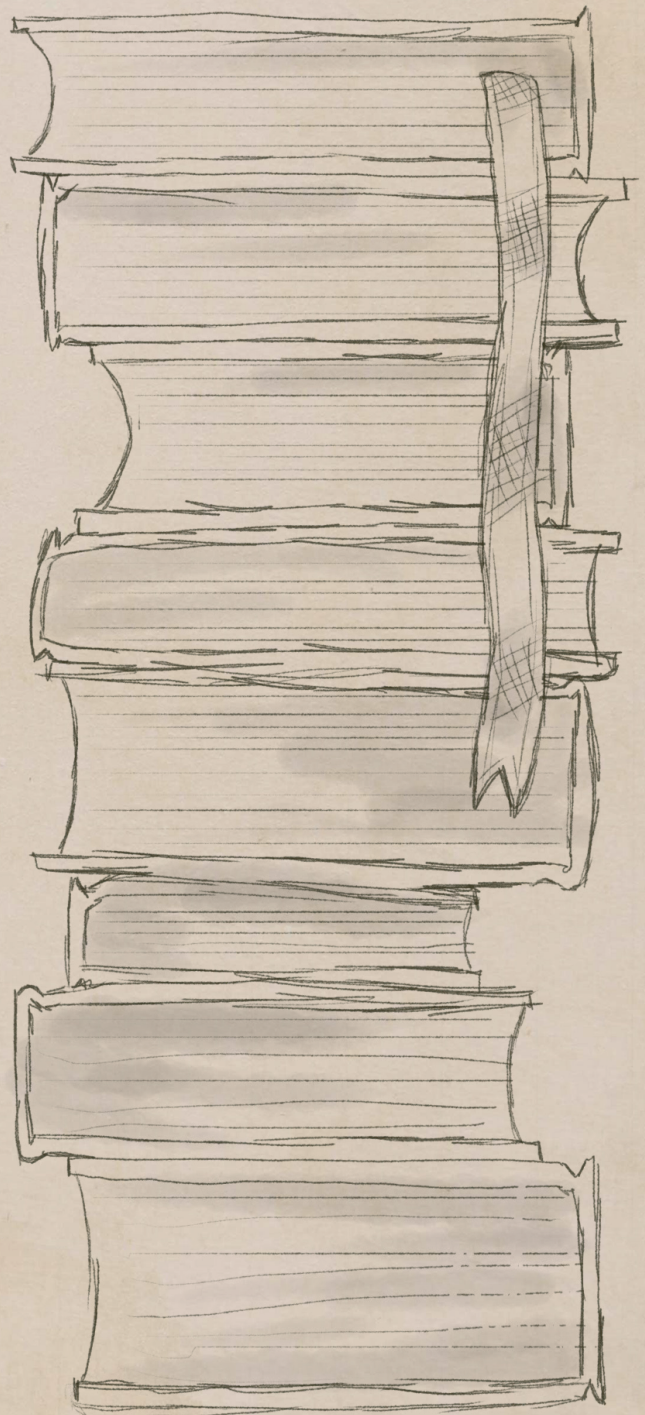
Each player character should be at level 2 before the start of the adventure. Some significant class abilities are gained at level 2, and it's easier to get a feel for the synergy between the raskir racial traits and certain classes after level 1. You can rationalize this narratively by explaining how perhaps the party has been training in preparation for their quest as a Gatherer, or they've already taken a journey as a Gatherer, or maybe they were a member of the Town Guard, or they've had some other subterranean adventure. The reasoning is really only limited by you and your players.

There are pre-generated characters available for players to use if they would prefer. You, as the Dungeon Master, can decide if these are available to them or not. These character sheets can be found in the back of the book.

The trade based economy system in raskir society requires some gold-to-pebble conversion if the players build their own characters. Any gold left over from class or background after they've picked out their starting gear is converted at a rate of 10 gold to 1 pebble. Any leftover gold that isn't divisible by 10 is removed from play.

On the subject of pebbles and trading, the merchants in Raskofi are more keen on trading for similarly valued items than they would be on the surface. Keep this in mind as your players try to haggle their way into the gear they find most appealing.

Additionally, there will be opportunities for the player characters to trade for magical items before leaving town. You may want to consider how this will affect the balance of gameplay if you intend to continue the story after this book. (Personally, I think having a powerful item at an early level introduces a lot of room for fun and creative problem solving, but I encourage you to do what will be the most fun for you and your players!)



CHAPTER 1: SAVOON



Savoon is a town within Raskofi, the informal network of roads and tunnels that connects all the secret raskir settlements beneath the surface of Faerûn.

Savoon is a quaint village full of humble folk who enjoy comfortable lives as cheesemakers, winemakers, blacksmiths, clothiers, potters, cooks, and other types of craftsmen. For the most part, they all get along pretty well and raskir communities tend to thrive when they work together.

There is no official church or temple set up in Savoon, but some of the raskir are known to follow the teachings of Mor'Rudu, a god who they believe watches over all of Raskofi and keeps their Gatherers safe and successful. Of the few surface scholars who have stumbled upon raskir settlements, most agree that Mor'Rudu is likely another alias for Marthammor Duin.

Read, or paraphrase, the following to your players, so they can be as familiar with Savoon as their characters are.

You awake in your beds in Savoon, a small town in the subterranean network of raskir settlements known as Raskofi. Most raskir think of Raskofi as a massive, disconnected city or a kingdom without a king. Each town in the network, like Savoon, is self-governing but united by an informal pact that keeps travel and trade free and open.

Savoon is, as all raskir towns are, a town where the buildings and infrastructure are constructed from the trash, the refuse, the discarded and broken things that happened to fall into the sewers. But this is no town full of disgraced hovels. No, these are thriving places of business and homes full of warmth, delight and comfort.

The people here take pride in their creations – the beautiful and useful things they build from whatever

resources are available. It's through the trade of these handmade objects that their communities thrive and grow closer.

Everywhere you look, you see raskir eating artisanal breads and cheeses, drinking fine wines, playing beautiful music, enjoying a conversation with a friend, or otherwise enjoying their lives – lives that are kept secret from the surface world.

But living a life so isolated from the rest of the civilized world isn't always so easy. Some resources, raw materials and delicacies can't be reliably found in the sewers. And thus, your people have grown to rely on an ever changing roster of adventurers known as the Gatherers to retrieve the much needed materials from the surface.

And, as luck would have it, it is your turn to serve as a Gatherer for your people.

It is suggested that you have the players introduce their characters at this point. There is another block of Dungeon Master driven exposition before they gain control of the story, so now is a good time to break up the narration and give them a chance to familiarize themselves with each others' characters.

From a narrative standpoint, it makes sense that they would have at least a cursory knowledge of each other prior to the Gatherer commencement ceremony, having each spent some time in the town of Savoon before the start of the adventure.

THE GATHERER COMMENCEMENT CEREMONY

The night before the adventure begins, the player characters took part in a ceremony that marks the start of their quest as Gatherers. Here they will have received a briefing on their mission and equipment that will aid them on their journey, including the starting gear for their class if they did not already possess it.

The following is a passage detailing this event that is intended to be read aloud or paraphrased.

Last night, you partook in the ceremony that signified the start of your quest as Gatherers.

This Gatherer commencement took place in a dimly lit room within the mayor's house.

The mayor, an aging man who has shrunk in height but grown in girth, stood at the far end of the room in an emerald green robe, smiling with pride and respect as each of you entered the room. When you had all arrived, he addressed you in his wavering, tired, old voice, "I am so glad to see each of you here. You have grown into fine citizens of Raskofi. And each of you have been a true asset to our modest town of Savoon.

"But, unfortunately," he continued as his tone changed to one more dire, "our town is nearing a crisis. Our food supplies grow low, and luck has not been on the side of those who prepare food for us.

"It is for this reason that we call upon you now. I humbly ask you, on behalf of our town, to venture to the surface city known as Waterdeep and claim for us 30 pounds of fresh vegetables. You will be granted temporary ownership of a magical bag that will help you hold far more vegetables than you could without it." He then handed a *Bag of Holding* to whichever of you happened to be standing closest to him.

"My advisors have drawn up a map of your best route through the sewers, as they do for every troop of Gatherers we send into the world.

"We have also acquired for you a *Mega-Pebble*. This is what you will leave in place of the vegetables."

He then presented to you a polished, sparkling, gold-plated spyglass.

"I do hope it is of some value to the one whose vegetables we will dine upon. We regret placing any such burden upon our unknowing neighbors.

"I believe each one of you are more than capable of completing this task, but I wish you luck all the same. The people of Savoon place their fate in your hands."

The golden spyglass is worth about 3000 gold, which is more than ample payment for the stolen vegetables. Of course, to the raskir, gold coins have no specific value.

If the player characters do not have their starting class equipment, this is where it is given to them. The mayor and his advisors are more than happy to supply their Gatherers with the essentials for their journey. They are also given enough rations to last the journey, so there's no need to keep track of that if you don't want to.

PLACES OF INTEREST IN SAVOON

The rest of this chapter will detail the various places of interest around town. The player characters would likely be familiar with the town, so feel free to supply your players with a copy of *Handout: Map of Savoon* found in the back of this book.

Each section will provide sensory details of the given area, as well as descriptions of any NPCs the characters might find there. If applicable, there will also be lists of goods for sale and the relative value of each item for trading purposes. The descriptions for the basic goods sold by each NPC can be found in the **Player's Handbook**, and the descriptions of the magical items sold by each NPC can be found in the **Dungeon Master's Guide**.

None of the NPCs found in Savoon would accept the Spyglass as payment as they all understand its purpose.



1. The Mayor's House
2. Blacksmith: Morgo's Metalworks
3. Woodworker: The Giant's Splinter
4. Clothier: Perro's
5. Tavern: The Silent Tankard
6. General Store: Mrs. & Mr. Noggo's Provisions

THE BLACKSMITH: MORGÓ'S METALWORKS

Here the party can purchase a number of crafted metal goods from the blacksmith Morgo. You can find additional details on Morgo and a full list of the goods she sells below.

Read or paraphrase the following to your players as they enter Morgo's Metalworks.

You approach a large, cube-shaped building built out of widely varied pieces of metal welded together. Smoke pours from a chimney protruding from the top and drifts off into the natural vents in the cave far above.

As you push open the heavy, metal door, you are greeted by a burst of hot air and the smell of burning coals. A red glow fills the room from a blazing hearth towards the center of the building. Morgo stands over an anvil, pounding a glowing hot sword with her hammer.

As she sees you come in, she quenches the blade in a bucket of water and sets down her hammer. Lifting her protective metal mask from her face, she calls out a greeting to you.

MORGÓ

Morgo is an excitable, female raskir with tan skin and orange hair. She took her journey as a Gatherer six years ago, and has since inherited her father's smithing business. She and her apprentices craft all sorts of things for the town ranging from silverware to weaponry.

She's happy to see a group of Gatherers come to her for equipment. She holds Gatherers in high regard.

FOR SALE (BLACKSMITH)

Item	Cost
All basic metal simple & martial weapons	1 simple pebble each
All basic metal armor	1 simple pebble each
Immovable Rod	1 rare pebble
Helm of Telepathy	1 rare pebble

FOR SALE (BLACKSMITH CONTINUED)

Item	Cost
Bracers of Archery	1 rare pebble
Mariner's Armor	1 rare pebble
Mithril Armor	1 rare pebble

THE WOODWORKER: THE GIANT'S SPLINTER

At the Giant's Splinter, the party can find various objects crafted from wood for sale. While Kipli, the old man who owns the store, primarily deals in furniture and home decor, he is always happy to open his rare collection of wood-based adventuring supplies to Gatherers.

Read or paraphrase the following as the party enters the Giant's Splinter:

You approach a primarily wooden storefront. There are 4 pillars holding up an awning, and each pillar, along with the set of double doors and the front face of the building, are covered in finely detailed carvings of raskir performing various heroic deeds. These are the stories of past Gatherers, eternalized by the work of the owner of this store.

As you pull open the doors and step inside, you find yourselves inside a carpeted showroom full of tasteful, handmade furniture. The smell of sawdust and freshly cut lumber wafts towards you from the back workshop.

The owner of this workshop and showroom, a squat, old, bespectacled man named Kipli, hobbles towards you, leaning on a wooden cane. He welcomes you warmly and, assuming you're here on Gatherer business, offers to show you his rare stock that he keeps in the back, away from his furniture.

KIPLI

Kipli is a business-minded individual and is always eager to make a sale or find some sort of deal that works out in his favor. That being said, he respects the other raskir in his community.

FOR SALE (WOODWORKER)

Item	Cost
All basic wooden simple & martial weapons	1 simple pebble each
Arrows and Bolts	1 simple pebble for 60
Doss lute	1 rare pebble
Fochlucan bandore	1 rare pebble
Mac-Fuirmidh cittern	1 rare pebble
Pipes of Haunting	1 rare pebble
Wand of Web	1 rare pebble

THE CLOTHIER: PERRO'S

Perro's is named after its owner: a younger male raskir who lacks the typical humble nature of most raskir. Though he may be the least modest of his community, his arrogance does not come without justification – he is the most skilled maker of clothing amongst all the raskir. People travel to Savoon from the opposite end of Raskofi to visit Perro's. On the rarest of occasions, even surface dwellers have made their way to Perro's.

Read or paraphrase the following as the party enters the establishment.

The building before you is quite unlike any other in town. Much of the building is constructed from large sheets of glass held between pillars of black metal. It's also one of the very few buildings taller than a single story.

In these giant windows are displays of beautiful clothing. Elegant gowns, flowing robes, and luxurious dinner jackets of all different materials and colors leave passersby stunned in awe.

As you enter, your nostrils fill with perfumed air, and you are entranced by the smell of lavender and vanilla.

Around you are racks upon racks of clothing ranging from flowing gowns with floral accents and shimmering trim to well-made, but humble and

sturdy, travelers clothing.

From across the room, Perro loudly greets you with an over the top hello as he walks towards you.

It's known that he was a Gatherer only once and despised it, but he's appreciative of those who take on the burden for the sake of the community.

PERRO

Perro is a flamboyant and showy male raskir with white fur and dark brown skin. He has respect for the Gatherers, but as mentioned above, he would hate to ever go through the ordeal again. He feels that requiring every raskir to volunteer at least once is outrageous and cruel.

But having gone through the trials of a Gathering himself, he understands the struggles and burdens put upon the Gatherers. When he returned from his journey, he began spending all of his free time trying to craft the perfect fabric, inspired by a store he saw in Waterdeep. Through his relentless efforts, he has pushed his craft to the extreme and values little more than his creations.

His respect for and desire to aid the Gatherers has led him to craft some very useful, and equally stylish, adventuring gear. He happily offers these pieces for sale to the party.

He also has respect for the surface dwellers, though many of the older citizens of Savoon think he is naive for having any positive view of them.

FOR SALE (CLOTHIER)

Item	Cost
Travelers Clothing	1 simple pebble
Fine Clothing	2 simple pebbles
Robes	2 simple pebbles
Blanket	1 simple pebble
Bedroll	1 simple pebble
All basic cloth or leather armor	1 simple pebble
Cap of Water Breathing	1 rare pebble
Cloak of Protection	1 rare pebble

FOR SALE (CLOTHIER CONTINUED)

Item	Cost
Gloves of Missile Snaring	1 rare pebble
Gloves of Thievery	1 rare pebble
Robe of Useful Items*	1 rare pebble

** A Robe of Useful Items has 4d4 other patches. Here are the recommended additions for this adventure:*

- 1 Iron door
- 1 Wooden ladder
- 4 Potions of Healing
- 1 Rowboat
- 1 Portable ram

THE TAVERN: THE SILENT TANKARD

There's only one tavern in Savoon that's fully licensed to serve alcohol, and that's the Silent Tankard. The Tankard is packed most nights, offering a place for the raskir of Savoon to relax and unwind, or get a little rowdy with their pals.

It also happens to be the best place to get a taste for the different wines and ales brewed by the locals.

Read or paraphrase the following as the party enters the Silent Tankard:

The Silent Tankard is a rather wide building. The material it's constructed from changes every few feet, making it easy to see each time the building grew to accommodate its expanding customer base.

Inside is just as eclectic, with no two tables, bar stools or chairs being alike. There is a cacophony of conversations that blends into the uniform buzz of a large crowd. The smell of food, beer and wine fills the

entire tavern.

Klip, the lone barkeep working, hollers at you as you enter, telling you to grab any seat and to come to the bar if you'd like to order anything.

The Tankard hosts a wide range of characters today, but perhaps the most notable is a grizzled raskir sitting at the bar known as Pazoo. He's a legendary Gatherer, having gone on more Gatherer runs than any other raskir in Savoon, and probably has more than one interesting story to tell.

FOR SALE (TAVERN)

Item	Cost
Pint of Beer	Less than 1 simple pebble*
Glass of Wine	Less than 1 simple pebble*
Bread, loaf	Less than 1 simple pebble*
Cheese, hunk	Less than 1 simple pebble*
Banquet	1 simple pebble
Meal (comfortable)	Less than 1 simple pebble*

** How you determine this is up to you, but the recommended idea is either giving 6 of this item per pebble, or breaking the pebble into 6 equal parts and trading them in pieces.*

KLIP

Klip is the barkeep working today. She loves her job, but she's the only one holding down the bar tonight, and thus has no patience for people who lollygag. She's an avid beer brewer herself and hopes to have her own ale on tap soon.

She respects Gatherers, but is afraid of going on her own journey.

PAZOO

Pazoo is a glassblower in town. He is a gruff, eye-patch wearing, scarred, gray-furred raskir who only stopped volunteering as a Gatherer because of a leg injury that never quite healed right. He misses the action and tries to live vicariously through the younger generation. He's enjoying a drink at the bar when the party arrives.

It's possible that he knows one of the party members (this should be established beforehand). If so, he'll invite them over. If not, he could recognize them as a group of Gatherers and invite them over anyway. He'll buy them a round of drinks and share some stories he's heard from other Gatherers:

- A group of giant spiders has made a nest in the sewers surrounding the town. The mayor and his advisors are aware. It's nothing that the Town Guard couldn't handle, but to a smaller group of raskir caught unaware, the spiders could be a serious threat.
- There's a smooth-skinned, amphibious man who wanders the sewers collecting trash to sift through. He sells any valuables he finds to surface dwellers. He's kind to raskir and shouldn't be cause for any alarm.
- The surface city of Waterdeep has been having trouble with gangs in the sewers recently, so their City Watch has secretly hired a troll to patrol the sewers closer to the city. Whether it's violent gangs of surface dwellers or mercenary trolls, the area nearer to Waterdeep has grown dangerous.

TANI

Tani is a female raskir with black fur and light skin. She's a bit tipsy and is sitting at the bar next to Pazoo. If Pazoo tells the group about the rumors he's heard, Tani will jeeringly chime in saying, "don't forget about Plaguetongue!" and then she'll laugh.

Plaguetongue is a mythological, gargantuan frog-beast that's said to lurk in the sewers. It's used as a sort of bogeyman to scare young raskir into completing their chores. *Clean your room or Plaguetongue will gobble you up!*

Pazoo doesn't believe Plaguetongue exists. He's gone on many Gatherer runs and keeps up with the younger generation and has never seen it or heard any reputable tales of it. Despite this, Tani will still try to get a rise out of him and the party.



GENERAL STORE: MRS. & MR. NOGGO'S PROVISIONS

The Noggos are a charming, humble young couple who run the general store in town. Here, folks can find a wide selection of groceries, tools and every day equipment for sale.

Read or paraphrase the following as they enter Mrs. & Mr. Noggo's Provisions:

The general store is run by the Noggos, a couple of charming raskir whose family is relatively new to Savoon. The exterior of their store is primarily built from corrugated sheet metal that has been painted green.

Inside are many aisles of shelves that contain a massive variety of groceries, tools and other goods that people might need on a daily basis.

Gatherers often stop in for some final preparations before departing on their quest, so the Noggos have started collecting rare goods that may be of value to an adventurer.

FOR SALE

Item	Cost
All basic adventuring gear	Less than 1 simple pebble each* to 1 simple pebble each
All basic tools	1 simple pebble each
Basic food, drink and other rations	Roughly 1 simple pebble per pound.
Alchemy Jug	1 rare pebble
Decanter of Endless Water	1 rare pebble
Dust of Sneezing and Choking	1 rare pebble
Eversmoking Bottle	1 rare pebble
Philter of Love	1 rare pebble
Rope of Climbing	1 rare pebble
Sending Stones	1 rare pebble
Stone of Good Luck	1 rare pebble
Wind Fan	1 rare pebble

LEAVING TOWN

When the party feels ready to venture off into the dangerous world of the sewers, they're free to do so. Their next encounter is detailed at the beginning of Chapter 2: The Sewers.

They can feasibly backtrack to town at any time, though a group of Gatherers returning to town empty handed is seen as disgraceful. Also, if they head back and rest, time continues to pass, and the dangers they've cleared could be replenished or replaced.

** How you determine this is up to you, but the recommended idea is either giving 6 of this item per pebble, or breaking the pebble into 6 equal parts and trading them in pieces.*

Use your best judgement when pricing out the basic adventuring gear.

CHAPTER 2: THE SEWERS

The sewers are where the players will start to feel the dangers that come with leaving home. Raskir are no strangers to subterranean adventures, and the first few enemies they could come up against are nothing unheard of for a well-versed raskir. But as the adventure goes on, they'll come across more unexpected obstacles.

A CAMP OF KOBOLDS

The party will find their first significant obstacle not even a day's walk from Savoon. They will come up against a group of seven kobolds who have made a temporary camp in the sewers. This is not a permanent camp, so their defenses are shoddy. In fact, only four of them are actually alert and keeping an eye out for threats. The other three are asleep on dirty bedrolls on the floor.

The kobolds won't move on for 2d6 hours. At this point, they'll continue their march, but they will head in the direction the party is coming from. If the kobolds haven't left after 1d4 hours, the ones on watch duty will wake the resting ones and switch roles.

Refer to the stat block on page 195 of the **Monster Manual** for the kobolds. Feel free to adjust the number of kobolds if you have a smaller or larger party.

This scene is further detailed in the following block, which should be paraphrased or read aloud to your players.

You approach a junction in the tunnel system. Before you is a channel that contains water runoff. The walkway you are standing on turns to the right, following the water channel. You can hear the occasional hissing of hot steam being released from pressure valves.

Between the steam bursts, you can also hear hushed voices conversing around the corner.

Heaping mounds of trash, piled 6 feet high, provide some cover for your approach.

ENVIRONMENTAL ELEMENTS

There are other elements to this scene a keen Gatherer might notice, and a cunning Gatherer might find useful. Have your players roll a Wisdom (Perception) check to determine what else they notice. The results are listed below.

7 or higher: They notice that the scaffolding shakes every time one of the kobolds shift their position. It seems that over the years of neglect, it's grown weak and unbalanced. There are two joints that seem to be holding all the weight and they creak and moan precariously.

15 or higher: Additionally, they also see a faint, 6 foot silhouette lurking beneath the surface of the murky waters. Attached to this shadow is a pair of eyes. The party can identify this as a crocodile hungrily eyeing the kobolds. It appears the kobolds have not yet noticed the beast. Refer to the stat block on page 320 of the **Monster Manual** for the crocodile.

INTERACTING WITH THE ENVIRONMENT

The environmental elements listed above can have major impacts in this encounter. Below are descriptions of how each environmental hazard can affect things.

STEAM VENTS

At the start of every round, the steam vents will let out a burst of steam. The bursts stretch in a line for 10 feet. The vents on the floor shoot 10 feet into the air, and the ones on the walls shoot 10 feet horizontally. Any creature in a square

affected by these vents takes 1d6 + 1 fire damage and has disadvantage on attack rolls until the end of its turn.

SCAFFOLDING

If a character decides to target one of the load-bearing joints, they can use an action to make an attack roll against it. Each joint has an AC of 5 and has only 1 hp. If either joint is destroyed, that scaffolding platform collapses, dealing 2d10 + 2 bludgeoning damage to any creature on or below it. Any creature affected by the collapse is also rendered prone.

CROCODILE

Unless provoked, the croc will remain stationary in the water. If any creature comes within 10 feet of the water, or enters the water, the croc will quickly move to attack. The crocodile will attack raskir and kobold alike. If it pursues a target onto land, it will feel threatened and attack whatever creature is closest to it.

WATER

Within the channel is a murky, brownish-green water. It's nearly opaque, making it hard to judge its depth. Debris poking through the surface suggests it may be shallow. It is approximately 5 feet deep. There are metal rungs that serve as ladders leading to and from the water on either side of the channel.

ENEMY TACTICS

The kobolds aren't very cunning enemies, but they aren't completely helpless either. If they notice the party, they will first hoot and holler, attempting to awaken their sleeping allies. After that, they'll rely on their slings until they run out

of projectiles. If the party gets close, they'll change weapons and enter melee combat.

They're easily flustered in combat and will take the most direct route towards the party, even if they find themselves caught in the path of a steam vent.

When five of the kobolds have been slain, the remaining two will move to retreat.

FINDING ANOTHER WAY AROUND

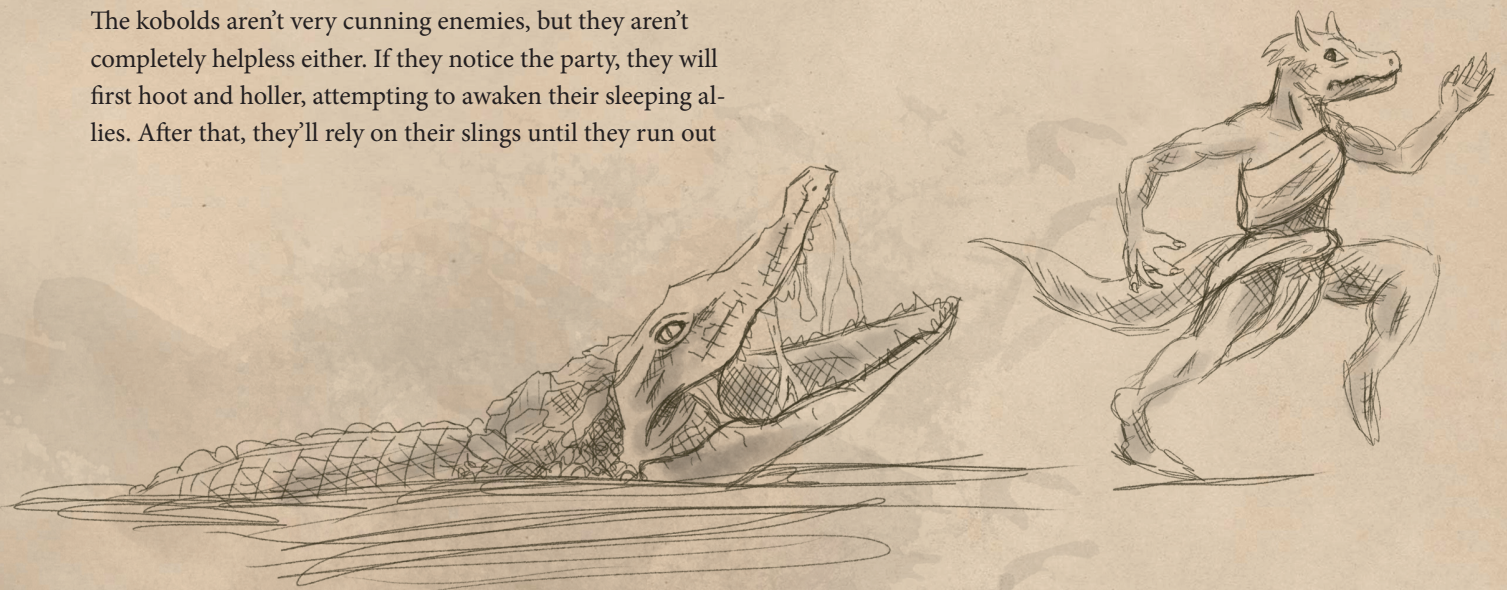
At this point in the journey, the sewer tunnels, cave systems and other underground channels are still very much interconnected. A Gatherer who is less than eager to put their life on the line might see this threat and decide searching for another route is their best option.

The party can spend 1d4 + 1 hours searching for an alternate route, at which point they'll find themselves traveling down an older tunnel that's fallen into misuse. Refer to the A Nest of Spiders section for details.

TREASURE

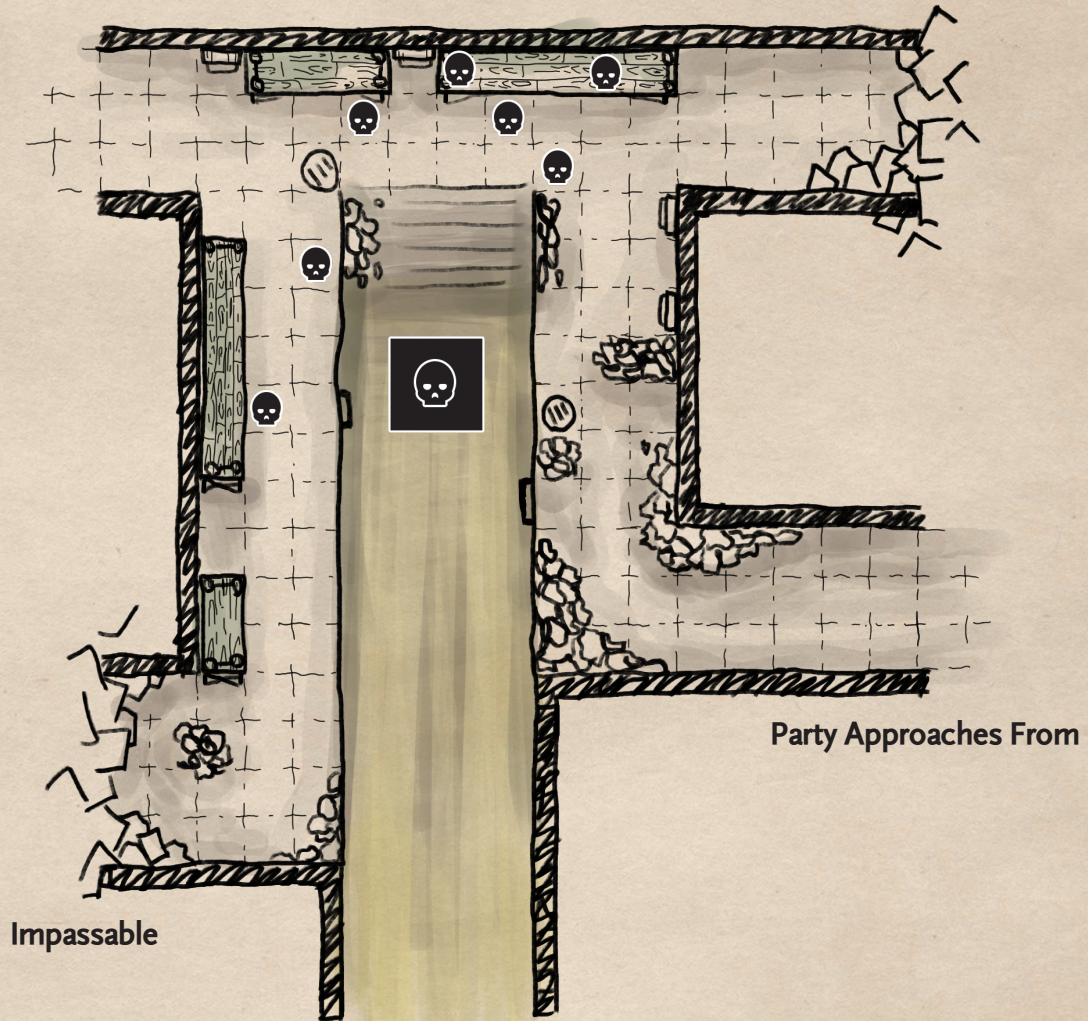
The kobolds don't have much of value on them. Their clothes are little more than tattered rags. Their weapons are low quality, but if still intact after the battle, they could prove useful.


Further down the water channel, the kobolds have hidden a chest on a secluded platform. Within this chest is a potion of healing, a hunting trap, 10 feet of rope and a pound of salted pork.



Route Continues


Impassable




 Kobold

 Crocodile

 Trash Heap

 Ladder

 Scaffolding

 Steam Vent

A NEST OF SPIDERS

If the party opts to look for another way around the kobold camp, this section describes where they end up. The pipes here have rusted to a point where they're useless and the tunnels housing them have crumbled. Most everything is covered in spider webs. This is where a group of giant spiders have made their nest.

The spiders don't make themselves known until the group has reached the middle of the nest. The party may not immediately realize the danger they're in and attempt to stealthily make their way through. However, as soon as they set foot on the network of webs, any spider also touching the web knows where they are, how many there are and roughly how large they are.

Refer to the stat blocks on pages 328 and 338 of the **Monster Manual**. Give the Giant Spiders 12 AC and 13 HP. Give the Swarms of Spiders 10 AC and 10 HP.

After hours of traveling, you've found a tunnel that seems to offer an alternative route. It's dark and quiet and appears to no longer be used. The dust and cobwebs are long since undisturbed. The air is cold and still and the silence feels intense.

As you press further in, a sticky, white webbing becomes more and more common until it is covering most surfaces in a thick layer.

As it grows its thickest, you arrive at a section of the tunnel where the walls and pipes have crumbled away, revealing the natural cave system behind them. The tunnels continue after about 50 feet of webbing covered cave floor.

INTERACTING WITH THE ENVIRONMENT

There are egg sacks, hidden pits and spider webs that will complicate things for our heroes.

EGG SACKS

The eggs are piled in the corners of the room. When the battle begins, one or more of the giant spiders will move to the eggs and begin stimulating them and gently peeling them open. A spider can hatch one egg sack per round by spending its action.

When the egg is hatched, a swarm of hungry, smaller spiders emerges and moves to attack the party.

WEBBED PITS

The webs here cover and completely conceal 5 foot pits beneath them. The spiders can pass over these pits without issue, but if two or more raskir are above the same pit at the same time, the web gives way under their weight and they fall in. The web that rips and falls with them entangles them. To escape, they must first detangle themselves and then climb out.

The web can be cut by attacking it with a slashing or piercing weapon. It has 5 AC and 1 HP. A failed attack roll against it causes the weapon to get stuck in the webs. The web can also be torn by a DC10 Strength (Athletics) check.

Climbing out of the pit costs 10 movement speed.

WEBBED TERRAIN

The webs count as difficult terrain.

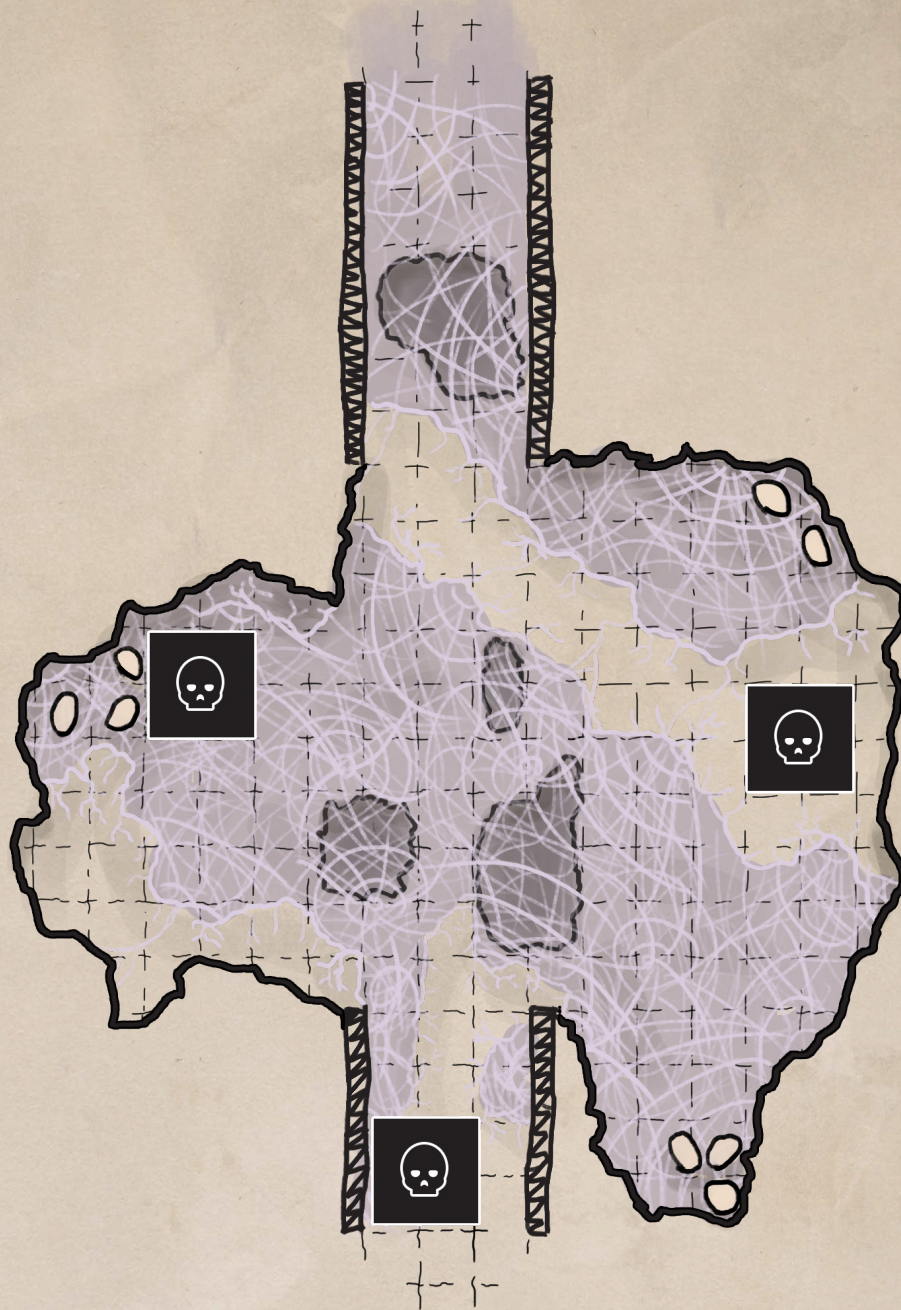
ENEMY TACTICS

The spiders will wait until the party has entered their lair to attack them. Once the group is towards the center, the three spiders emerge from holes in the walls. One will attempt to tangle the party up in webs. Another will rush the party. The third will begin hatching the eggs.

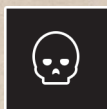
The spiders will not flee and will defend their nest to the last breath.



Route Continues



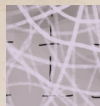
Party Approaches From



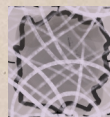
Giant Spider



Egg Sacks



Webbed Terrain



Webbed Pit

THE TROLL TOLL

After the Gatherers make it past the kobolds or the spiders, they'll have a relatively easy time navigating the sewers for $1d4 + 1$ days. In this time, they're able to rest and converse freely. If you choose to, you may add additional encounters of your own during this part of the journey.

Eventually, they will be stopped in their tracks by a massive troll blocking the way forward. There are no easy routes around the troll – the journey around would take at least a tenday and could hold unknown dangers.

The troll is a formidable foe, and a straight-forward assault could end poorly for the Gatherers. But there are a number of environmental elements that can be used to best it.

Reference the stat block on page 291 of the **Monster Manual**. This troll has a movement speed of 45 feet and can speak common. He is also more skilled than the average troll and can take 2 legendary actions. Only one legendary action can be used at a time and only at the end of another creature's turn. The troll regains spent legendary actions at the start of its turn. It can use **Bite** or **Claw** as its legendary actions.

Read or paraphrase the following as the party arrives.

Your journey has led you through ancient caves, functional sewers, abandoned mine shafts and pipes so small that only a raskir would consider traveling through them.

At the moment, you are traveling through the sewer system near Waterdeep. As you come around a corner, you find yourselves in a well-lit, open room. It is humid here, and vines have crept up from a water chamber to your left. The water chamber is a steep drop off, and from where you're currently standing, you cannot see the water at the bottom. But you can hear it. The sound of splashing water is constant, and mingles with the hiss of steam bursting from the relief valves along the wall and floors.

According to the map, you are nearing your destination. Unfortunately, an obstacle now lies in your path. A large troll sits ahead of you, blocking your way forward. It has noticed you, but does not seem interested in pursuing you. It simply leans back, gets comfortable and watches you approach as it eats spiders from an egg sack on the floor next to it.

Alternate Encounter Idea:

Zhentarim Gang Members

Alternatively (or additionally), the party might encounter members of another faction. Members of the Zhentarim, the Xanathar guild and the Waterdeep City Watch are all known to move through the sewers closer to the city.

THE TROLL'S MOTIVES

The troll was secretly hired by the City Watch of Waterdeep to prevent sewer access to the Zhents and the Xanathar agents. And while he did indeed kill or turn away many nefarious individuals, he also decided that demanding tolls from workers and City Watch members would make his job more lucrative. The Watch, learning of this, sent a legion into the sewers and drove the troll away from his post. He still lingers nearby, harassing the occasional passerby.

Seeing the raskir as an easy target, he blocks their path, eating a snack of spider hatchlings. He offers to let them pass, unharmed in exchange for a large amount of food. If the party happened to haul the corpses of a few larger enemies (say, a few giant spiders, or the crocodile and a handful of kobolds), he will be satisfied with that and allow them to pass. But it seems quite unlikely that the party would navigate the sewers for days with the dead bodies of their enemies in tow.

The more likely scenario is that the troll will demand all the food the party has on them and still not be satisfied. He will offer to let them pass if they let him eat two of the player characters. In the unlikely scenario that the party agrees, the troll will attack the remaining raskir and attempt to eat them too, knowing he could more easily defeat them in a smaller group.

ENVIRONMENTAL ELEMENTS

Most of the elements of the environment here are immediately visible. The other elements can be seen simply by intentionally investigating.

By looking over the edge, the characters would see that there's a 15 foot drop into shallow water. The water sounds

like it's moving because it is full of constantly writhing snakes. They are *so* numerous that there is more snake than water.

Through the narrow passage guarded by the troll, there is a chamber containing dense piles of trash. There is also a loose vent cover that acts as a secret door to the area behind it. These could prove valuable to someone looking to hide.

INTERACTING WITH THE ENVIRONMENT

There are elements in this room that can work for or against the party. Below are descriptions of how each environmental hazard can affect things.

STEAM VENTS

At the start of every other round, the steam vents will let out a burst of steam. The bursts stretch in a line for 10 feet. The vents on the floor shoot 10 feet into the air, and the ones on the walls shoot 10 feet horizontally. Any creature that starts the round in a square affected by these vents takes 1d6 + 2 fire damage and has disadvantage on attack rolls until the end of its turn.

VINES

The vines are easy enough to walk over and wouldn't likely cause anyone any major issue. Though they could be used creatively against the troll.

They also grow thick along the edge of the wall of the pit. This could prove to be a vital lifeline to anyone who falls in.

SNAKES

Falling atop the snakes would be disastrous for anyone. The agitated snakes will wrap around the poor soul and will attempt to sink their fangs into their victim's flesh. This creature will take 8d6 piercing damage and must make a DC15 Dexterity (Acrobatics) check or become restrained. Within 2 rounds, a creature tangled up by the snakes will be pulled beneath the mass of slithering bodies and become completely buried by them.

SPIDER EGG SACK

The egg sack was brought here by the troll, who has been enjoying it as a snack by dipping a stick into it and eating

the spiders off the stick. The spiders won't be outwardly hostile, but if a creature falls onto it, they will be swarmed by spiders and will take 3d4 - 2 poison damage each round until they use an action to remove all the bugs.

TRASH PILES

The trash in the back room is dense enough to hide in. If the raskir slip past the troll and try to hide, they could feasibly dive into the piles of trash. The troll will dig through the trash if he comes in here to look for them and doesn't see them, though he'll give up after about 30 seconds.

ENEMY TACTICS

The troll will block the passage and won't leave it unless attacked or provoked.

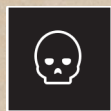
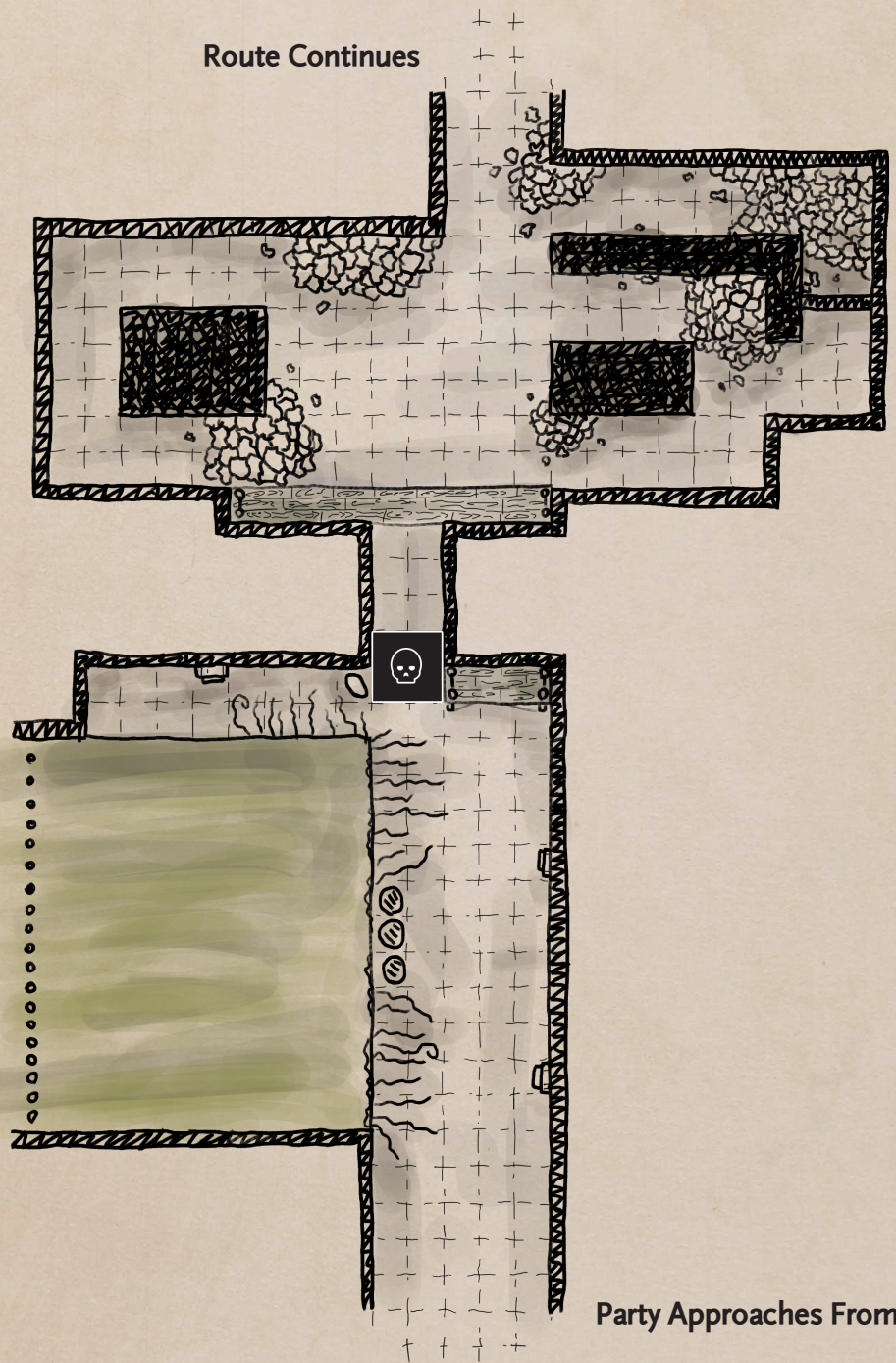
If attacked by melee weapons, he'll back into the passage, limiting the amount of space available for melee attackers.

If attacked by ranged weapons, he will pursue his attackers and throw things at them until he catches them.

He is not easily intimidated, but is sensitive to mockery and can be provoked into a blind rage.

He is not particularly intelligent, and can be fooled by creative use of magic or tools.





Troll



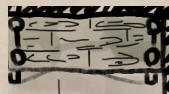
Vines



Steam Vent



Egg Sack



Scaffolding



Trash Heap

MEETING GILL THE JUNK HARVESTER

In the chambers past the troll and before the Muck, the players come across a strange, happy-go-lucky, amphibious humanoid pulling on a rope attached to a pulley system. He notices the party approach and greets them warmly with a “Lo there, mates!” He finishes pulling the rope, hauling up a net of dripping trash and fish, admires his prize and then turns to the party, brushing off his hands.

He introduces himself as Gill. He’s curious about the intentions of the ratfolk who have crossed paths with him; he has met raskir before and asks if they’re a crew of “gatherin’ types.” He has just come from the surface, where he sells the valuables he finds. He willingly shares what he knows with the raskir if they ask.

- He just pulled a bunch of nets up out of the Muck and has left them there to drip dry. He intends to come back for them later. (If they’re stolen or fall back in, “well, that’s just sewer life for ya!”)
- He didn’t see anything too dangerous out that way – no monsters or gang members or anything.
- The surface street above is quite busy at all hours of the day and night.
- There’s a number of clotheslines running above the streets between the buildings.
- The sewer lets out into an alleyway that is rarely used. The vegetable shop is right across the street.

CROSSING THE MUCK

The Muck is the name given to a giant pool of waste and water that’s collected before being channeled off for treatment and disposal. There is a series of poorly maintained bridges running over the cesspool.

A terrible and foul beast awaits the party in the Muck. Lying in wait, just beneath the opaque, green sludge that pools on the surface of the deep water here, is Plaguetongue the froghemoth. Perhaps she was stirred from her slumber by Gill’s work... or maybe she simply thought he wasn’t an appealing enough snack. Regardless, the beast now sets her sights upon the party.

This is not a fight the party can win. No, this is more

of a chase scene than an actual fight... and for that reason, there are additional rules that must be taken into account as they flee the hungry monster.

Froghemoth Stats

There are stats for a froghemoth on page 145 of **Volo’s Guide to Monsters**, though these are not necessary for this encounter.

You can treat her as unkillable aside from truly epic measures. She has a movement speed of 50 feet in and out of water. Being electrocuted will cut her movement speed in half until the end of her next turn.

Plaguetongue has a tentacle attack with a +4 to hit, 10 feet reach. On a hit, the target takes 1d8 + 2 bludgeoning damage and is grappled.

Once a target is grappled, Plaguetongue can eat them on her next turn.

Place her last in the initiative order.

CHASE RULES & OBSTACLES

This chase should be played as a combat encounter. There are no rules that would restrict a player from making any decisions they normally would. It wouldn’t be logical to prevent any typical actions. But it also wouldn’t be very fun to set this up as an encounter where everyone can just dash to the end and call it done after 3 rounds. For this reason, there are certain obstacles set in place that add more excitement to the scene.

As Dungeon Master, you should at least be familiar with the rules before beginning the encounter. Your players do not need to know every rule, and you can explain them as they’re needed. It’s not recommended that you tell them the exact difficulty class of the checks required, but you can tell them if a certain maneuver looks like it would be easy or difficult to complete.

Leaving them unaware of the specifics of the rules also leaves room for creative solutions they might come up with. And you having a basic knowledge also gives you the tools necessary to resolve these solutions on the fly.

SLIPPERY TERRAIN

The entire chase route is slippery. This doesn't count as difficult terrain, nor does it outright prevent the characters from dashing. But, if a character opts to use the dash action, they must succeed on a DC17 Dexterity (Acrobatics) check. Failure means they fall over, sacrificing their entire movement speed. This discourages dashing, **essentially limiting movement speed to a max of 50 feet** if they run on all fours. They're still free to gamble, but they'll probably be caught and devoured.

TRASH NETS

Gill has raised nets that are held up on a rope and pulley system.

The rope can be attacked to sever the connection to the net, dropping it and its contents into the Muck below. This creates a 10 foot radius obstacle for Plaguetongue and, to move through it, she must spend double movement speed. If the trash drops onto her body, she still suffers the effects of difficult terrain, but is also staggered, rendering her unable to make an attack that round.

The rope can be cut by a character moving past it if they succeed on an AC14 attack roll. If they stop and take time to cut the rope, they sacrifice the rest of their movement speed, but automatically succeed in cutting it without needing to make a roll.

BARRELS FULL OF FISH AND TRASH

Gill has filled barrels with fish and valuables he has collected from his nets. He intends to sell these after he comes back around to collect his findings. But right now, they're an obstacle in the chase.

The party members must make an Acrobatics or Athletics check to get past these barrels, pushing their way through or vaulting over them. The result depends on the range their roll falls into:

- **1 or lower:** They stumble over the barrels, falling into the Muck.
- **2 to 8:** They fumble in their execution, but make it through, losing 10 feet of movement speed.
- **9 to 15:** They get through the barrels with no difficulty and suffer no penalties.
- **16 or higher:** They expertly navigate through the barrels, finding time to push them off the platform if they choose to. This creates a minor obstacle for Plaguetongue, resulting in a 5 foot radius of difficult terrain in the Muck.

It also removes this obstacle for any additional characters coming down this route.

COLLAPSED SCAFFOLDING

The city has finally invested in repairing its sewer infrastructure. There is scaffolding built around a crumbling concrete arch. Unfortunately, at some point prior to the chase scene, one of the platforms has fallen over, resulting in wooden planks blocking the path.

Player characters can attempt to scramble over it, making a DC7 Dexterity (Acrobatics) check. On a success, they lose an extra 5 feet of movement speed, but are able to make it past. On a failure, they still scramble over, but lose an extra 15 feet of movement speed.

They can also attempt to smash through the wood, making a DC15 Strength (Athletics) check. On a success, they plow through, splintering the wood and losing no movement speed. They also remove the obstacle for any other characters coming down this route. A failure on this check means they slam into the wood but fail to break it. A character who fails this check takes 1 bludgeoning damage and falls on their back, costing them 10 movement speed and rendering them prone.

MISSING SECTION OF PLATFORM

Part of the platform has collapsed and fallen into the Muck. The characters have to jump the gap to continue their escape.

They must make a DC11 Strength (Athletics) or Dexterity (Acrobatics) check to clear the gap. On a success, they only lose the movement speed required to move the distance of the jump. On a failure, they nearly fall, clinging to the ledge on the far side of the gap. They lose the rest of their movement speed and are stunned until the start of their next turn.

At the start of their next turn, a character who failed the check can opt to spend 10 feet of movement speed to climb up or to make a DC10 Strength (Athletics) check to climb up with no movement penalty. Failing this check means they slip and fall into the Muck.

CRUMBLING SECTION OR SHAKY BRIDGE

This is either a section of the bridge that has grown weak and shaky from years of neglect, or a single plank of wood that has been laid across as a makeshift bridge.

If a character runs across this section at full speed, the

platform gives way and falls into the Muck. The character must succeed on a DC10 Dexterity (Acrobatics) check or they find themselves clinging to the ledge, similar to if they had failed a check to clear a gap. This section now functions as a missing section, described above.

Or, if they prefer, they can opt to move carefully, counting each space as 10 feet instead of 5 feet. This option prevents the section from falling.

FALLING INTO THE MUCK

It's very much a possibility that a party member will fall into the Muck. This, obviously, does not bode well for them, but all hope is not lost!

Give this player a chance to use their reaction in a creative manner as they fall. Perhaps they throw a grappling hook, have a magical item such as an Immovable Rod or Rope of Climbing, or have some other creative solution to save themselves. Resolve this scenario before moving forward.

If they are unable to save themselves, they splash into the Muck. They can still attempt to swim to safety or climb up one of the legs of the bridge back to the platform.

If they're truly desperate, they can even try to fight Plaguetongue. However, it's very likely that this scenario will result in the player character being eaten.

ENDING THE CHASE

Plaguetongue cannot pursue them once they reach the tunnel on the far end of the Muck. She creeps back into her murky domain, awaiting her next chance for a meal.

Optional Timer Rule

If you want the chase to feel particularly fast paced and exciting, you can limit each player's decision making time. When a player only has 5 or 10 seconds to make a decision, they'll have to think fast, much like they would in an actual chase.

After they have made their decision, they are committed to it, but you can now resolve the action in as much time as is needed.

SETTING THE SCENE

Now that you are aware of the rules regarding each obstacle, you can begin the encounter. Set the scene by reading or paraphrasing the following to your players:

You arrive at a large, open, dome-shaped room. According to your map, the tunnel leading to the surface is just on the other side of this room. Also according to your map, the area you have entered is the region known to the raskir as the Muck.

And it lives up to its name. The entire room, save for a platform on either end and the bridge connecting them, is a pit of sludge made from the waste and water run off from Waterdeep. The sludge is roughly 10 feet below the bridge, though it clearly swells to greater heights at times, as the bridge and the platforms are covered in a layer of slippery gunk.

The smell is an overwhelming, nauseating, earthy kind of smell that is so powerful it feels thick in your nostrils. The sludge is a viscous, green and brown soup that is occasionally disturbed by a rising bubble. The air is muggy and unpleasant to breathe.

Quickly getting to the other side of the room would be the goal of most self-respecting creatures that come through here. However, the bridge spanning the Muck looks like it has seen better days. And while there is some scaffolding set up, indicating a plan to repair the bridge, it looks like it might be too little too late, as some sections have collapsed entirely, leaving gaps that will prove difficult to cross.

Once they have moved onto the bridge, they'll hear a noise behind them as Plaguetongue approaches. It sounds like the *bloop* of water being displaced. Have them roll a DC8 Wisdom (Perception) check. On a success, read the following:

You see some of the sludge has moved, as ripples expand outward from a specific point. As your eyes focus on that spot, you see something sticking out of the Muck. It looks like a fleshy stalk, and at the end of the stalk are three eyes with horizontal, rectangular pupils. They blink once and then make direct eye contact with you.

If they start to walk slowly, Plaguetongue moves towards them at a speed of 15 feet for every 10 feet the party walks. If they run, she bursts forth and pursues them at full speed.

If they fail the perception check, they see nothing, but Plaguetongue will still move towards them at a speed of 15 feet for every 10 feet the party walks. Every 10 feet, they hear the sound again and can make another perception check. If they run prior to spotting the monster, she will emerge and give chase. If she gets close enough, she will attempt to launch a surprise attack on the party, initiating the combat/chase encounter.

ENEMY TACTICS

Plaguetongue is hungry and dangerous, but not especially smart. She will move to the closest character as fast as possible and attempt to eat them. She's a massive beast, and can easily reach any creature on the bridge or in the Muck within 10 feet using her tentacles.

She will not bother avoiding obstacles and will instead plow straight through them, regardless of the fact that her movement is hindered.

She has an Armor Class of 15; and while any damage done to her is mostly negligible, she will drop any grappled creatures when an attack against her is successful.

If the party flees back into the channel they came from, she will give up and return to her starting location after 1d8 minutes. She will, however, notice them when they return unless they succeed on a DC12 Dexterity (Stealth) check every 15 feet. This stealth check increases to a DC18 when crossing any obstacles. There are no other realistic routes.

LEAVING THE SEWERS

The Gatherers have finally made it to the surface after their long and trying journey. Now all they have to do is cross the busy streets of Waterdeep, collect their prize, place the Mega-Pebble and escape back into the sewers!

Alternative Ending:

The people of Waterdeep are no stranger to varied and uncommon races. While it's highly unlikely that any of them have seen a raskir before, it's also unlikely that they would be bothered by their presence.

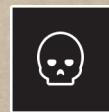
Having the party be caught by an accepting, but curious, NPC could be an entertaining way to show that the raskir's fear of the surface dwellers is not entirely warranted.

This could also lead into an expanded campaign where the party decides to return to the surface after their quest to explore the alien world above them.

The channel behind the Muck leads to a ladder that grants them access to the alley across from the vegetable shop.



A hand-drawn floor plan on graph paper. The plan features a central vertical corridor. To the left of the corridor, from top to bottom, are: a small room with a desk and chair; a room with a bed; a room with a desk and chair; a room with a desk and chair; a room with a desk and chair; a room with a desk and chair; a room with a desk and chair; a room with a desk and chair; a room with a desk and chair; a room with a desk and chair. To the right of the corridor, from top to bottom, are: a room with a desk and chair; a room with a desk and chair; a room with a desk and chair; a room with a desk and chair; a room with a desk and chair; a room with a desk and chair; a room with a desk and chair; a room with a desk and chair; a room with a desk and chair; a room with a desk and chair. At the bottom of the plan is a large open area. A skull icon is in the bottom left corner.



Plaguetongue



Party Starting Area



Trash Nets



Barrels



Crumbling Section



Shaky Bridge



Missing Section



Collapsed Scaffolding



Party Approaches From

CHAPTER 3: THE SURFACE



At long last, the party has made it to Waterdeep! The party will emerge safely in an alleyway where they're unlikely to be seen. From there, they'll need to find a way to cross the bustling streets of Waterdeep without being caught. Then, they'll need to make their way into the store where they can finally get their hands on the vegetables.

If they're caught, there are some suggestions for an encounter involving the City Watch.

THE ALLEYWAY & THE STREETS

There are a near infinite number of ways across the street; the available methods are only limited by the creativity of the players and your own discretion as Dungeon Master. There are some elements that can offer solutions ranging from obvious and risky to creative and also potentially risky.

Read or paraphrase the following description of the alleyway to your players. There is additional text afterwards, should they attempt to approach stealthily and take a look at the street to plan their approach.

The manhole cover slides out of the way and you find yourselves in an alleyway between buildings. The sound of the street ahead reaches your ears almost immediately: a neverending stream of voices, laughter and footsteps. The cacophony of noise is loud, but the street and its occupants are hidden from view by a stack of empty crates, bags and barrels. For the time being, you too are hidden.

Approaching the street is easy enough. A DC6 Dexterity (Stealth) check would suffice for an unnoticed approach. If they fail, they draw the attention of a civilian passerby, perhaps knocking over some boxes by accident or kicking a glass bottle they hadn't noticed before. This concerned passerby will call into the alley, shouting something akin to, "Is everything ok back here?" before approaching, giving the raskir a chance to hide.

If they glance out at the streets, read or paraphrase the following:

You peer out onto a crowded street. The stream of people in this marketplace seems neverending. It's a wildly lively place with hundreds, maybe thousands, of people walking, talking, playing music, dancing, and shopping. After spending such a long time underground, the sunshine is a welcomed comfort, and the scent of fresh baked goods is tantalizing.

Among the crowd, you occasionally see someone walk by with a green and orange robe who, based on a description you were given at your briefing, you know to be of the City Watch. These City Watch members appear to be well armed and armored.

Clotheslines run across the street between the two-story buildings. Awnings cover the doorways and signs hang from poles above the storefronts.

A few human children in hooded cloaks play with wooden swords outside the alley. They have to jump out of the street when the occasional horse-drawn wagon passes through. Past the children, on the opposite side of the street, lies the produce shop.

There is a 35 foot long awning that spans the entire front face of the store. To the immediate right of the store is an alleyway. A wagon in the alley seems to have just dropped off a delivery to a side door.

A large bird flies down and lands atop one of the

buildings to your left. It squawks, ruffles its feathers and peers down at you. Despite the overwhelming scene, it appears that this bird is the only creature that knows you are here.

The way the party's plan plays out will require a little bit of work on the Dungeon Master's part, but it will likely result in a series of skill checks and possibly some interactions with the denizens of Waterdeep.

Example: They opt to climb across the clotheslines. A DC12 Dexterity (Acrobatics) or Strength (Athletics) check is required to scale the wall, and then a Dexterity (Acrobatics or Stealth) check is made against the perception of the passersby. If they're caught, someone reports the suspicious behavior to the City Watch, who give chase. The next part of this encounter would be better guided by referencing the **City Watch Encounter** section starting on page 43.

THE PRODUCE SHOP

The shop is split into two levels: the bustling, commercial storefront upstairs, and the locked cellar that contains the supply room.

It will certainly prove difficult to steal vegetables off the rack with so many customers around. But it may be equally difficult to get into the supply room, as the delivery door in the alley and the basement door behind the clerks counter are both locked.

Both sections are detailed below.

THE STOREFRONT

The interior of the shop is bustling. It's a rather small, 35ft. by 40ft., store. There is a counter in the back where the good

folk of Waterdeep exchange their coin for produce. In the center of the store are two racks full of peppers, onions, carrots and squash. Along the left wall is another rack containing tomatoes, cucumbers and broccoli.

There are twelve other characters in this room: the store owner, his assistant and ten shoppers.

The store owner is named Rurik. He is a squat, dwarven man with a bushy, black beard and a bald head. He and his assistant both wear tan aprons. Rurik is pleased to have this many customers, and he shouts a welcome to all who enter his store. He keeps a watchful eye for any suspicious characters.

His assistant, a teenage human boy named Lander, stands taller than his employer. But his bored expression, unkempt hair, and wrinkled apron suggest he is less experienced and less enthused than Rurik.

THE HEIST

Stealing anything in a small room with the watchful eyes of Rurik will prove difficult. The number of NPCs is something of a double-edged sword – any upstanding citizen would announce a theft to the store owner immediately, but with so many people for Rurik to watch, the chances of him watching the Gatherers is lower.

The NPCs move around the room as the party moves. If the party stalls, the NPCs continue to move without them.

Stealing the vegetables will require Dexterity (Sleight of Hand) checks. The DC for stealing 5 pounds of vegetables is 10 at its base. For each NPC shopper within 10 feet, the DC increases by 5. For each NPC shopper in the room but outside a 10 foot radius, the DC decreases by 1. Each time 10 pounds of vegetables goes missing, Rurik grows suspicious, and the DC increases by 1.

Any overly suspicious activity will temporarily raise the DC by 5.

After approximately 2 minutes, Rurik sends Lander into the basement to gather more supplies. Without Lander watching, the DC to steal 5 pounds drops by 2. As Lander heads downstairs, he leaves the door to the supply room open behind him.

If the party is caught, Rurik demands they put the vegetables back. He also leans out the door and calls for the City Watch. Two members of the Watch will arrive and attempt to force the party to comply.

The party has been tasked with obtaining a total of 30 pounds of vegetables.

To Supply Room



To Waterdeep Market Streets

X

Rurik

THE SUPPLY ROOM

If the party attempts to enter the supply room from inside the store, they'll first have to get Rurik to move from behind the counter. If the door isn't open, a character with Thieves' Tools can attempt a DC10 Dexterity check to pick the lock (adding their proficiency bonus if they are proficient with the Thieves' Tools). Someone will notice after two failed attempts, and will call for either Rurik or the City Watch.

The lock on the alleyway entrance is more complex, with a DC14 Dexterity check required. There's not likely to be anyone watching here though, giving them more chances.

The supply room itself is a cellar that consists of a single open room containing stacks of labeled crates of vegetables.

If the party enters through the alleyway, there is no one down here when they arrive. However, around the time the Gatherers have obtained half of their goal, Rurik the shopkeeper will send his assistant Lander into the basement to retrieve vegetables so they can restock. If Lander spots the raskir, he is caught off guard and stares in stunned silence for a moment, giving the party time to react. He is susceptible to bribes, persuasion, bluffing and intimidation.

If the party hides from him and isn't spotted, Lander won't notice any missing vegetables they've already taken. A DC12 Dexterity (Stealth) check will prevent him from finding their hiding places. He will leave after 1d6 minutes.

RETURNING TO THE SEWERS

You are, of course, free to add any challenges or repeat any of the aforementioned encounters on their way back. Or you can simply narrate the ending as the group escapes the store, scampers across the street and returns to the sewers.

CITY WATCH ENCOUNTER

If the group is caught by the City Watch, or anyone who would alert the City Watch, they have the option to flee, starting a chase scene. Unlike the sewers, the ground here

is not likely to be slippery, meaning the raskir can easily outrun the City Watch.

To make the encounter more challenging for your players, convey that they are in unfamiliar territory. Perhaps they run to a dead end and must get creative to escape their pursuers. Or perhaps the City Watch has an ambush lying in wait, who jump out and attempt to grab the raskir as they pass. Refer to the Urban Chase Complications table on page 254 of the **Dungeon Master's Guide** for obstacles during this chase.

Even with obstacles in their path, it's likely that the raskir will escape if they take advantage of the Quadruped racial trait. But even if they escape, the Watch now knows they're here and will be looking for them. They may be required to succeed on a DC12 Stealth, Disguise, etc. check before returning to their mission.

As mentioned earlier, you could use this encounter (or any encounter) as a plot hook into a larger campaign. You could stack the cards against them to ensure they are caught. After arrested, perhaps a captain of the Watch decides that someone with their abilities and familiarity of the sewers could earn their freedom by assisting with Xanathar or Zhentarim conflicts in the tunnels.

FIGHTING THE WATCH

A group of particularly rowdy raskir might attempt to fight their way through the City Watch. The Watch will respond accordingly, calling for backup and subduing the party by force. It is unlikely that the party could outmatch a battalion of City Watchmen.

Should the party find themselves in a fight, use the stat blocks for Guard and Knight found on page 347 of the **Monster Manual**. The first Watchmen to catch them will blow their horns, calling for backup. The battalion that sets upon them will consist of 6 Watchmen (Guards) and 1 Captain (Knight). Each of them is equipped with a club, a longsword, a shield and a crossbow. The Watchmen wear a chain shirt, and the Captain is in plate armor.

The Watch will attempt to surround a hostile group and subdue them with their clubs before they consider using lethal force.

CONCLUSION

The people of Raskofi rejoice as the Gatherers return, bounty in tow. A small festival is thrown in their honor, as is customary upon a successful Gathering. There is good food, better drink, and lively music. The residents of Savoon love a good festival, as it means their comfortable lives continue to be exceptionally so.

Read or paraphrase the following description of the celebration to the triumphant Gatherers.

You have returned to Savoon after a successful Gathering. As you present the bag of vegetables, the people of this quaint town rejoice. The work you have done will allow these raskir to continue living comfortably for some time.

The entire town is put on pause as they begin to rapidly assemble a celebratory festival. The town square is cleared and strings of paper lanterns are stretched over the streets. A group hauls out a couple of massively long tables and set them up in the center of town. Musicians tune their instruments and chefs prepare rare delicacies. Everyone brings their finest

wines, ales and cheeses to happily share with their neighbors.

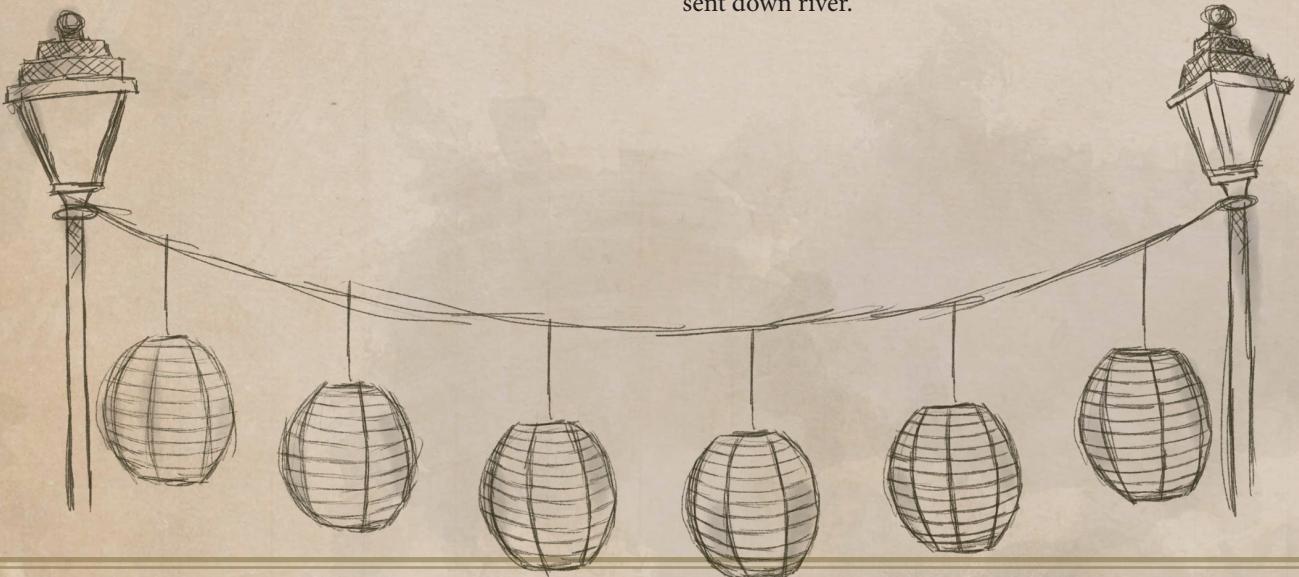
The lot of you are whisked off to the hot springs where you are cleansed of the grime that tends to build on adventuring types. After two hours of relaxation you return to a fully transformed town.

Cheerful music reverberates off the cave walls and the townsfolk dance about. It seems some of them have already enjoyed a few drinks. The crowd cheers and applauds as you return, welcoming you to your own festival.

Perhaps you feel the weight of the Gathering lifted off your shoulders, or maybe the taste of adventure sparked something inside of you. Regardless, you can rest easy tonight knowing you have done well for your people.

The newly obtained vegetables are distributed to the appropriate vendors. The mayor awards each member of the party 15 pebbles and 1 rare pebble. If they haven't already, each member of the party grows to level 3.

Any Gatherers who were not fortunate enough to make the return journey are memorialized in a solemn ritual that sees their most prized possession set into a small raft and sent down river.



HANDOUT: MAP OF SAVOON



CHARACTER NAME

Bard 2
CLASS & LEVEL
Raskir
RACE

Gatherer
BACKGROUND
Chaotic Neutral
ALIGNMENT
PLAYER NAME
EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

16

CONSTITUTION

0

10

INTELLIGENCE

+1

12

WISDOM

+2

14

CHARISMA

+2

15

INSPIRATION

+2

PROFICIENCY BONUS

- SAVING THROWS
- ☐ -1 Strength
 - ☒ +5 Dexterity
 - ☐ 0 Constitution
 - ☐ +1 Intelligence
 - ☐ +2 Wisdom
 - ☒ +4 Charisma

- SKILLS
- ☐ +3 Acrobatics (Dex)
 - ☐ +2 Animal Handling (Wis)
 - ☐ +1 Arcana (Int)
 - ☐ -1 Athletics (Str)
 - ☒ +4 Deception (Cha)
 - ☐ +1 History (Int)
 - ☐ +2 Insight (Wis)
 - ☐ +2 Intimidation (Cha)
 - ☐ +1 Investigation (Int)
 - ☐ +2 Medicine (Wis)
 - ☐ +1 Nature (Int)
 - ☒ +6 Perception (Wis)
 - ☒ +4 Performance (Cha)
 - ☒ +4 Persuasion (Cha)
 - ☐ +1 Religion (Int)
 - ☐ +3 Sleight of Hand (Dex)
 - ☒ +5 Stealth (Dex)
 - ☐ +2 Survival (Wis)

14

ARMOR CLASS

+5

INITIATIVE

30 ft

SPEED

Hit Point Maximum 13

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I am terrified of leaving the comforts of my hometown.

PERSONALITY TRAITS

Creativity. I try to come up with off-the-wall solutions for every problem.

IDEALS

I have a dark secret that, if discovered, would ruin my relationship with the rest of my community.

BONDS

I love a good cheese and complain audibly when I'm hungry.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Rapier +5 1d8+3 Piercing

Dagger +5 1d4+3 Piercing

Cantrips. Vicious Mockery, Friends.

Spells Known. Tasha's Hideous Laughter, Silent Image, Feather Fall, Disguise Self, Healing Word

You have 3 first level spell slots.

Spell save DC. 12

Spell attack modifier. +4

ATTACKS & SPELLCASTING

14

PASSIVE WISDOM (PERCEPTION)

Proficiencies. Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, flute, lute, bagpipe, jeweler's tools.

Languages. Common, Raskir.

OTHER PROFICIENCIES & LANGUAGES



Rapier, entertainer's pack, bagpipes, leather armor, dagger, rare pebble (an ornate, bronze spoon with an emerald inlaid in the handle), an iron pot, a set of fine clothing, jeweler's tools.

EQUIPMENT

Darkvision. You can see in dim light within 60 feet of yourself as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.
Quadruped. When prone, your movement speed increases by 20 feet. You do not suffer the standard penalty to movement speed for crawling. Standing up costs 20 feet.
Prehensile Tail. You can use your tail to grab light items, pull levers, press switches and other reasonable acts as a free action once per round of combat. Alternatively, you can spend a bonus action to attack an enemy using a light weapon you wield with your tail as an offhand weapon. You may also use a bonus action to grapple an enemy with your tail. You cannot take a free action and an offensive bonus action using your tail in the same round. Your proficiency bonus is added to grapple attempts made with your tail.
Resourceful Crafter. You can craft simple objects from commonly found items and monster parts. The crafted item has half the value of a store-bought one. Your Dungeon Master has the final say in what can or cannot be crafted from the available materials.
Bardic Inspiration. Use a bonus action to grant one Bardic Inspiration die (1d6) to a creature other than yourself within 60 feet. The creature can add this die to any one ability check, attack roll or saving throw it makes within the next 10 minutes.
Jack of All Trades. You can add half your proficiency bonus to any ability check that you are not proficient in.
Song of Rest. Any creature who spends one or more hit die during a short rest may gain an extra 1d6 hit points.

FEATURES & TRAITS

Bard Background. You were born into a less prominent family of jewelers and have always been encouraged to take up the family craft. And though you discovered that you do, indeed, have a knack for jewelery crafting, your true passion has always been music.

Your family labeled your musical pursuits as foolish and a waste of time. In your youth, when you were found neglecting your jeweler apprenticeship in favor of practicing your lute-playing, your father took your instrument and destroyed it in front of you. As revenge, you set fire to his workshop, ruining his livelihood and placing a great amount of stress upon your family. No one ever discovered it was you who placed this burden upon them. Only after doing so, did you truly learn the consequences your actions can have.

Now, years later, you have become both a skilled jeweler and a master musician, though you have kept your musical talents hidden from your friends and family. Perhaps these talents of yours will come in handy during your travels, for it is indeed your time to join the ranks of the Gatherers, the group of adventurers who travel to the surface to gather supplies for the raskir.

Though you have never left the area surrounding your small hometown of Savoon, you have long dreamt of leaving to escape the judgement of your family. But now that the day is here, the idea of facing the dangers of the outside world frightens you. All the same, you've gathered your courage – and your instruments – as you prepare for the journey ahead of you.

CHARACTER NAME

Cleric or Mor'Rudu 2

CLASS & LEVEL

Gatherer

BACKGROUND

PLAYER NAME

Raskir

RACE

Lawful Neutral

ALIGNMENT

EXPERIENCE POINTS

STRENGTH

+2

14

DEXTERITY

0

10

CONSTITUTION

+2

15

INTELLIGENCE

-1

8

WISDOM

+2

15

CHARISMA

-1

8

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ +2 Strength
- ☐ 0 Dexterity
- ☐ +2 Constitution
- ☐ -1 Intelligence
- ☒ +4 Wisdom
- ☒ +1 Charisma

SAVING THROWS

- ☐ 0 Acrobatics (Dex)
- ☐ +2 Animal Handling (Wis)
- ☐ -1 Arcana (Int)
- ☐ +2 Athletics (Str)
- ☐ -1 Deception (Cha)
- ☐ -1 History (Int)
- ☐ +2 Insight (Wis)
- ☐ -1 Intimidation (Cha)
- ☐ -1 Investigation (Int)
- ☒ +4 Medicine (Wis)
- ☐ -1 Nature (Int)
- ☒ +6 Perception (Wis)
- ☐ -1 Performance (Cha)
- ☐ -1 Persuasion (Cha)
- ☒ +1 Religion (Int)
- ☐ 0 Sleight of Hand (Dex)
- ☒ +4 Stealth (Dex)
- ☐ +2 Survival (Wis)

SKILLS

16

18 with shield
ARMOR
CLASS

+2

INITIATIVE

30 ft

SPEED

Hit Point Maximum 17

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I am a natural born leader, or at least I think I am.

PERSONALITY TRAITS

Sincerity. I am just a simple raskir doing my best for those who deserve it.

IDEALS

Nothing means more to me than the other raskir in my community. We are exceptionally tight-knit.

BONDS

The surface dwelling races disgust me.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Mace +4 1d6+2 Bludgeoning

Light crossbow +2 1d4 Piercing

Cantrips. Guidance, mending, sacred flame

Prepared Spells. Bless, cure wounds, guiding bolt, shield of faith

Trickery Domain Spells. Charm person, disguise self

You have 3 first level spell slots.

Spell save DC. 12

Spell attack modifier. +4

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of yourself as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Quadruped. When prone, your movement speed increases by 20 feet. You do not suffer the standard penalty to movement speed for crawling. Standing up costs 20 feet.

Prehensile Tail. You can use your tail to grab light items, pull levers, press switches and other reasonable acts as a free action once per round of combat. Alternatively, you can spend a bonus action to attack an enemy using a light weapon you wield with your tail as an offhand weapon. You may also use a bonus action to grapple an enemy with your tail. You cannot take a free action and an offensive bonus action using your tail in the same round. Your proficiency bonus is added to grapple attempts made with your tail.

Resourceful Crafter. You can craft simple objects from commonly found items and monster parts. The crafted item has half the value of a store-bought one. Your Dungeon Master has the final say in what can or cannot be crafted from the available materials.

Channel Divinity. Turn Undead. Invoke Duplicity.

Blessing of the Trickster. Use an action to touch a creature, granting them advantage on stealth checks for 1 hour or until you use this feature again.

15

PASSIVE WISDOM (PERCEPTION)

Proficiencies. Light armor, medium armor, shields, simple weapons, carpenter's tools.

Languages. Common, Raskir.

OTHER PROFICIENCIES & LANGUAGES



Mace, scale mail, light crossbow, 20 bolts, priest's pack, shield, holy symbol, rare pebble (a sparkling, silver crown), an iron pot, a set of fine clothing, carpenter's tools.

You have disadvantage on stealth checks when wearing scale mail.

EQUIPMENT



FEATURES & TRAITS

Cleric Background. You have long since followed the teachings of Mor'Rudu. The church took you in and raised you after you were orphaned at a very young age. And while many raskir believe Mor'Rudu watches over them, most avoid the extreme nature of your church.

The sect that raised you believes the surface dwellers wrongly drove the raskir into the sewers ages ago, forcing them into a life of poverty and misery. They also believe that a hero is prophesied to reclaim the surface from the evil people who currently occupy it. You and the other clerics have been trained in the ways of combat and led to believe that any of you might be this hero of prophecy.

Though you feel that an existence built on stealing from an inferior people is insulting, you understand that the others in your community won't give up this lifestyle any time soon. So you ventured to the quaint town of Savoon to offer your services as one of the Gatherers – the group of adventurers who travel to the surface to gather supplies for the raskir.

On your way to Savoon, you traveled through much of Raskofi, the interconnected network of subterranean towns and villages built and occupied by the raskir. As you met those who live outside your order's compound, you began to realize that the typical raskir live a much more comfortable life than the church has led you to believe. Your faith remains strong, but a seed of doubt has been planted.

CHARACTER NAME

Ranger 2
CLASS & LEVEL

Raskir
RACE

Gatherer
BACKGROUND

Chaotic Neutral
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

-1

8

DEXTERITY

+3

17

CONSTITUTION

-1

8

INTELLIGENCE

-1

8

WISDOM

+3

16

CHARISMA

+2

15

INSPIRATION

+2

PROFICIENCY BONUS

- +1 Strength
- +5 Dexterity
- -1 Constitution
- -1 Intelligence
- +3 Wisdom
- +2 Charisma

SAVING THROWS

- +3 Acrobatics (Dex)
- +5 Animal Handling (Wis)
- -1 Arcana (Int)
- -1 Athletics (Str)
- +2 Deception (Cha)
- -1 History (Int)
- +3 Insight (Wis)
- +2 Intimidation (Cha)
- +1 Investigation (Int)
- +3 Medicine (Wis)
- -1 Nature (Int)
- +7 Perception (Wis)
- +2 Performance (Cha)
- +2 Persuasion (Cha)
- -1 Religion (Int)
- +3 Sleight of Hand (Dex)
- +5 Stealth (Dex)
- +3 Survival (Wis)

SKILLS

14

ARMOR CLASS

+5

INITIATIVE

30 ft

SPEED

Hit Point Maximum 14

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d10

HIT DICE

SUCCESSSES ○ ○ ○

FAILURES ○ ○ ○

DEATH SAVES

I always stay calm, even in the most hectic of situations.

PERSONALITY TRAITS

Greed. I hope I find a lot of valuables to add to my own wealth during my travels.

IDEALS

I seek a pebble above all others. I will use it to profess my love to the one dearest to me.

BONDS

I'm easily distracted by shiny things and will go to foolish lengths to get them.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Longbow +7 1d8+3 Piercing

Shortswords +5 1d6+3 Piercing

Longbow. Range 150/600

Spells Known. Ensnaring Strike, Hunters Mark.

You have 2 first level spell slots.

Spell save DC. 13

Spell attack modifier. +5

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of yourself as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Quadruped. When prone, your movement speed increases by 20 feet. You do not suffer the standard penalty to movement speed for crawling. Standing up costs 20 feet.

Prehensile Tail. You can use your tail to grab light items, pull levers, press switches and other reasonable acts as a free action once per round of combat. Alternatively, you can spend a bonus action to attack an enemy using a light weapon you wield with your tail as an offhand weapon. You may also use a bonus action to grapple an enemy with your tail. You cannot take a free action and an offensive bonus action using your tail in the same round. Your proficiency bonus is added to grapple attempts made with your tail.

Resourceful Crafter. You can craft simple objects from commonly found items and monster parts. The crafted item has half the value of a store-bought one. Your Dungeon Master has the final say in what can or cannot be crafted from the available materials.

Favored Enemy. You have advantage on Wisdom (survival) checks to track beasts, as well as Intelligence checks to recall information about them.

Natural Explorer. When you make a Wisdom or Intelligence check related to the Underdark, your proficiency bonus is doubled if you are proficient in the skill.

Fighting Style Archery. You gain a +2 bonus to attack rolls made with ranged weapons (already added to your attack bonus).

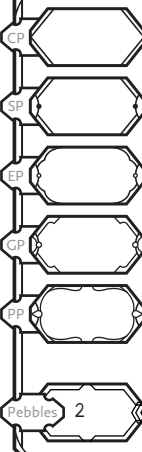
16

PASSIVE WISDOM (PERCEPTION)

Proficiencies. Light armor, medium armor, shields, simple weapons, martial weapons, woodcarver's tools.

Languages. Common, Raskir.

OTHER PROFICIENCIES & LANGUAGES



Leather armor, two shortswords, explorer's pack, longbow, 20 arrows, rare pebble (a bronze paperweight shaped like a cat), an iron pot, a set of fine clothing, woodcarver's tools.

EQUIPMENT



FEATURES & TRAITS

Ranger Background. You are a woodworker, though much of your time and energy is spent crafting bows and arrows for yourself. You serve as a Sentry, patrolling the routes between your hometown of Savoon and the neighboring raskir settlements. During your travels, you have honed your skills as a marksman and acquired some notoriety for your deeds as a mercenary.

When people started to take notice of your skills, they began to recruit you for all types of work; and having a certain appreciation for wealth, you agreed to most jobs as long as the pay was right.

There is, however, one person who has not taken notice of your talents: a raskir from a neighboring town. To you, they are a thing of beauty. You believe them to be your one, true soul-mate, though despite your efforts, they seem to have taken no notice of you.

There is little you wouldn't do to obtain your love's affection, and even less you wouldn't do for a solid payday. You know serving as a Gatherer – one of the adventurers who travel to the surface world for supplies – offers no pay and will take you far away from your darling, but you dare not neglect your duties. Perhaps you will even find something on your journey to make it worth your while.

CHARACTER NAME

Rogue 2
CLASS & LEVEL

Raskir
RACE

Gatherer
BACKGROUND

Chaotic Good
ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

0

10

DEXTERITY

+3

16

CONSTITUTION

+1

12

INTELLIGENCE

+1

12

WISDOM

+1

12

CHARISMA

+2

14

INSPIRATION

+2

PROFICIENCY BONUS

- ☐ 0 Strength
- ☒ +5 Dexterity
- ☐ +1 Constitution
- ☒ +3 Intelligence
- ☐ +1 Wisdom
- ☐ +2 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ +1 Arcana (Int)
- ☐ 0 Athletics (Str)
- ☒ +4 Deception (Cha)
- ☐ +1 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +2 Intimidation (Cha)
- ☒ +3 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ +1 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +2 Performance (Cha)
- ☐ +2 Persuasion (Cha)
- ☐ +1 Religion (Int)
- ☒ +7 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☐ +1 Survival (Wis)

SKILLS

14

ARMOR CLASS

+5

INITIATIVE

30 ft

SPEED

Hit Point Maximum 15

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d8

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I have books from the surface world and have studied them thoroughly.

PERSONALITY TRAITS

Beauty. I want to create beautiful things from the world's ugliest things.

IDEALS

My craft is my life. I will find someone who appreciates it as much as I do.

BONDS

I'm jealous of those who can craft better goods than I.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Rapier	+5	1d8+3 Piercing
Shortbow	+5	1d6+3 Piercing
Dagger	+5	1d4+3 Piercing

Shortbow. Range 80/320

Sneak Attack. Once per turn, you can deal an extra 1d6 damage to one creature you hit with an Attack if you have advantage on the Attack roll. The Attack must use a Finesse or a ranged weapon. You don't need advantage on the Attack roll if another enemy of the target is within 5 feet of it, that enemy isn't Incapacitated, and you don't have disadvantage on the Attack roll.

ATTACKS & SPELLCASTING

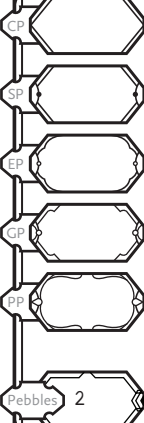
12

PASSIVE WISDOM (PERCEPTION)

Proficiencies. Light armor, simple weapons, hand crossbows, longswords, rapiers, shortswords, thieves' tools, leatherworker's tools.

Languages. Common, Raskir, Thieves' Cant.

OTHER PROFICIENCIES & LANGUAGES



Rapier, shortbow, 20 arrows, burglar's pack, leather armor, two daggers, thieves' tools, rare pebble (a small, silver statue depicting a dancing human woman), an iron pot, a set of fine clothing, leatherworker's tools.

EQUIPMENT

Darkvision. You can see in dim light within 60 feet of yourself as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Quadruped. When prone, your movement speed increases by 20 feet. You do not suffer the standard penalty to movement speed for crawling. Standing up costs 20 feet.

Prehensile Tail. You can use your tail to grab light items, pull levers, press switches and other reasonable acts as a free action once per round of combat. Alternatively, you can spend a bonus action to attack an enemy using a light weapon you wield with your tail as an offhand weapon. You may also use a bonus action to grapple an enemy with your tail. You cannot take a free action and an offensive bonus action using your tail in the same round. Your proficiency bonus is added to grapple attempts made with your tail.

Resourceful Crafter. You can craft simple objects from commonly found items and monster parts. The crafted item has half the value of a store-bought one. Your Dungeon Master has the final say in what can or cannot be crafted from the available materials.

Expertise. Double your proficiency bonus when using sleight of hand (already added to your skills bonus) or using thieves' tools.

Cunning Action. You can take a bonus action on each of your turns to use the dash, disengage or hide action.

FEATURES & TRAITS

Rogue Background. You have finally been recruited as a Gatherer, one of the adventurers who makes a trek to the surface world for supplies. You have long since dreamt of traveling to the surface, ever since you discovered a stack of surface books deep in the sewers. The things you have learned from the books differ from the horrifying tales told by the older raskir in your hometown of Savoon. While the history in the books do tell of conflict between the surface dwelling races, you have noticed parallels within your own people. You have come to believe that the surface dwellers are much like the raskir, though you still remain cautious of that which you haven't experienced for yourself.

When you aren't dreaming of adventure in the surface world, you are busy honing your technique as a leatherworker. You still have much to learn and are envious of those who have practiced the art longer than you.

Your ultimate dream is to one day open a storefront as a master leatherworker in a grand surface city. You hope your travels as a Gatherer will help you understand if this goal is truly feasible.

CHARACTER NAME

Fighter 2

CLASS & LEVEL

Raskir

RACE

Gatherer

BACKGROUND

Neutral Good

ALIGNMENT

PLAYER NAME

EXPERIENCE POINTS

STRENGTH

+1

12

DEXTERITY

+3

16

CONSTITUTION

+2

14

INTELLIGENCE

0

10

WISDOM

+1

12

CHARISMA

+1

12

INSPIRATION

+2

PROFICIENCY BONUS

- ☒ +3 Strength
- ☐ +3 Dexterity
- ☒ +4 Constitution
- ☐ 0 Intelligence
- ☐ +1 Wisdom
- ☐ +1 Charisma

SAVING THROWS

- ☒ +5 Acrobatics (Dex)
- ☐ +1 Animal Handling (Wis)
- ☐ 0 Arcana (Int)
- ☐ +1 Athletics (Str)
- ☐ +1 Deception (Cha)
- ☐ 0 History (Int)
- ☐ +1 Insight (Wis)
- ☐ +1 Intimidation (Cha)
- ☐ 0 Investigation (Int)
- ☐ +1 Medicine (Wis)
- ☐ 0 Nature (Int)
- ☒ +5 Perception (Wis)
- ☐ +1 Performance (Cha)
- ☐ +1 Persuasion (Cha)
- ☐ 0 Religion (Int)
- ☐ +3 Sleight of Hand (Dex)
- ☒ +5 Stealth (Dex)
- ☒ +3 Survival (Wis)

SKILLS

15

17 with shield
ARMOR
CLASS

+5

INITIATIVE

30 ft

SPEED

Hit Point Maximum 20

CURRENT HIT POINTS

TEMPORARY HIT POINTS

Total 2d10

HIT DICE

SUCCESSSES

FAILURES

DEATH SAVES

I will defend my traveling companions whenever they are in danger, no matter the cost.

PERSONALITY TRAITS

Sincerity. I am just a simple raskir doing my best for those who deserve it.

IDEALS

A life of comfort bores me. I crave adventure in the wider world.

BONDS

I compulsively craft items that I don't need.

FLAWS

NAME ATK BONUS DAMAGE/TYPE

Longbow +5 1d8+3 Piercing

Scimitar +5 1d6+3 Slashing

Handaxe +3 1d6+1 Slashing

Longbow. Range 150/600

Handaxe. Throwing range 20/60

ATTACKS & SPELLCASTING

Darkvision. You can see in dim light within 60 feet of yourself as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Quadruped. When prone, your movement speed increases by 20 feet. You do not suffer the standard penalty to movement speed for crawling. Standing up costs 20 feet.

Prehensile Tail. You can use your tail to grab light items, pull levers, press switches and other reasonable acts as a free action once per round of combat. Alternatively, you can spend a bonus action to attack an enemy using a light weapon you wield with your tail as an offhand weapon. You may also use a bonus action to grapple an enemy with your tail. You cannot take a free action and an offensive bonus action using your tail in the same round. Your proficiency bonus is added to grapple attempts made with your tail.

Resourceful Crafter. You can craft simple objects from commonly found items and monster parts. The crafted item has half the value of a store-bought one. Your Dungeon Master has the final say in what can or cannot be crafted from the available materials.

Fighting Style Defense. You gain a +1 bonus to AC when wearing armor (already added to your armor class.)

Second Wind. You can use a bonus action to regain hit points equal to 1d10 + your fighter level. You must finish a short or long rest before you can use this feature again.

Action Surge. You can take one additional action on top of your regular action and a possible bonus action. You must finish a short or long rest before you can use this feature again.

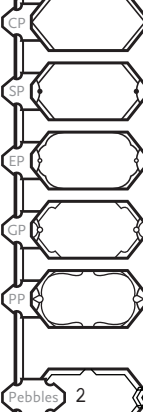
12

PASSIVE WISDOM (PERCEPTION)

Proficiencies. All armor, shields, simple weapons, martial weapons, cook's utensils

Languages. Common, Raskir.

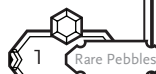
OTHER PROFICIENCIES & LANGUAGES



Leather armor, longbow, 20 arrows, scimitar, shield, two handaxes, dungeoneer's pack, rare pebble (a highly polished gold coin with an engraving of a lion on it), an iron pot, a set of fine clothing, cook's utensils.

Pebbles 2

EQUIPMENT



FEATURES & TRAITS

Fighter Background. You deeply treasure the people of Savoon, and you have lived in the small village your entire life. You love your job as a cook, as it allows you to bring happiness to your neighbors on a daily basis.

And though you find joy in your work, you are still discontented. Ever since you were a child, you have dreamt of daring adventures in the world beyond your own. When you were younger, you would constantly bother Pazoo, the legendary Gatherer, to recount tales from his journeys. When you grew older, you recruited him to train you in the ways of sword fighting and archery.

Pazoo has since retired, and your career as a cook has kept you from traveling; but at long last, you are old enough to serve as a Gatherer yourself. The Gatherers travel to the surface world to retrieve the supplies that grant your people the comfortable lives to which they have grown accustomed. This is a chance to both help your fellow raskir and explore the unknown corners of the world.

You wonder what excitement awaits you, but perhaps the true question is if you will still crave adventure after your fantasies have become a reality.

DISCOVER A HIDDEN WORLD

Beneath the surface of the world you're familiar with, there lies an entire civilization hidden from view. The people here stand no taller than a gnome and resemble humanoid rodents. Step into their shoes and explore the world of the raskir!

This book is a resource for both players and Dungeon Masters. Inside, you'll find a guide to creating your own playable raskir, as well as an entire adventure designed to integrate them into your world.

Her house was built deep in the sewers, in the chasm of a broken wall in some dark and forgotten old channel. Not fifty feet from her front door ran a river of muck and filth, but stepping into Tribi's home was like being transported far away from the sights and smells of the sewers. Inside, my eyes and my nose were welcomed by far more pleasant sensations. The smell of fresh bread baking, of mulled wine heating over a fire. The sight of fine cheese sitting atop a hand-crafted table and exquisite paintings hanging on the walls. Even the feel of the air was different — while the journey here had been hot, humid and uncomfortable, Tribi Trollbiter's house was somehow kept cool and dry. This was truly a place of comfort in a world that offered none.

—Ekim, halfling adventurer

